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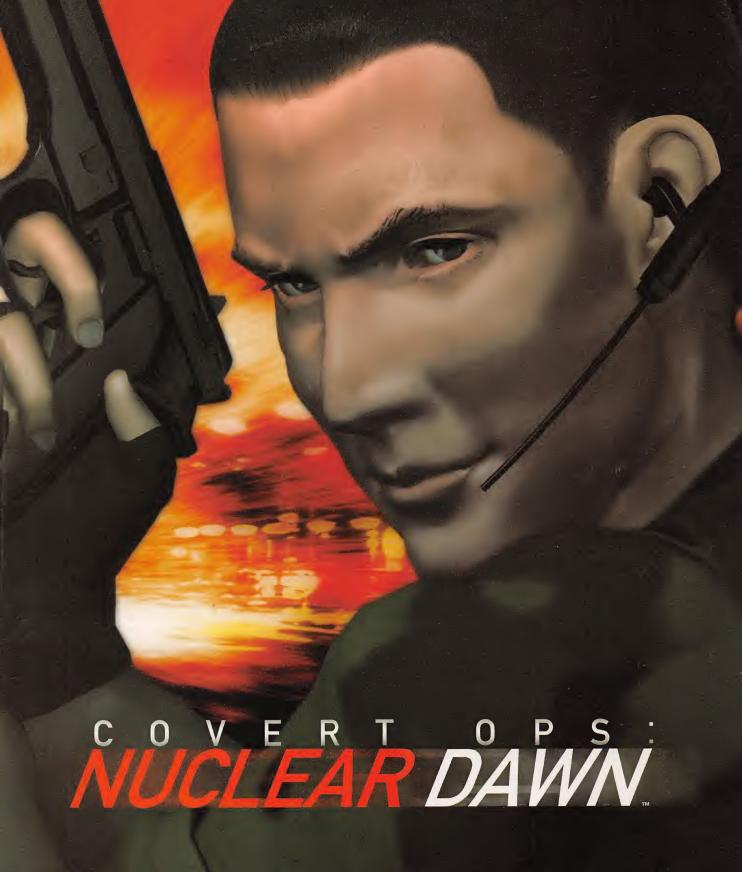
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1 INCREDIBLE FIGHTING GAME.



The world's most insane tag-team fantasy fighting series is beyond belief in Marvel vs. Capcom 2 for the Sega Dreamcast"! An unprecedented total of 56 playable characters include the debut of Jill from Resident Evil", Tron and her Servebots and Cable from Marvel Comics fame. Experience arcade perfect fighting with 3 on 3 tag-team battles, unbelievable control and hyper-fast animation. Pick a fight with legendary Capcom characters and Super Heroes from the Marvel Universe and prepare to be amazed.









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ust in case you couldn't tell what was inside this issue by looking at the cover, we've organized the contents into this handy reference table! departments Power Up! 16 Readers' Tips 60 **T&T Select Games** 96 **Hi Scores** 98 **Hint Hotlines Hard Core Tournament Report** 110 **Pokémon Report** 112 **AUGUST 2000** Japan Report ON THE COVER **Cool Zone** 114 Capcom's mightiest heroes face off against Marvel Comics' finest in the new arcade hit, strategies Marvel vs. Capcom 2—coming soon to Dreamcast! Capcom is a registered trademark of Capcom Co., Ltd. 18 Perfect Dark Marvel Comics, Marvel and all character names and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. by Anatole Brown 20 M & © 1998 Marvel Characters, Inc. All rights reserved. Marvel vs. Capcom 2 (Part 1) by Jason Wilson 30 **Threads of Fate** by Pat Reynolds **NGEN Racing** -38 by Ara Shirinian

46 Metal Slug 3 by Ara Shirinian

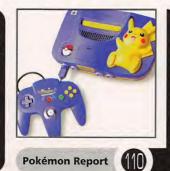
100 Hercules: The Legendary Journeys by Rich Krupa

codes

Nintendo 64 70 78 **PlayStation** Game Boy Dreamcast -91 GameShark















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of challenge and enjoyment. Be prepared: once you start drillin' there is no chillin'!

namco Sega Dreamcast.





Power Up!





TIPS & TRICKS Editor in Chief Chris Bieniek would like to congratulate Nintendo on the recent sale of its 100 millionth Game Boy system. Having owned five or six different models himself, he reckons he's played hundreds of Game Boy games—and drained hundreds of batteries—since the system was introduced in 1989.

Current Favorite Games: Mario Golf, Incredible Crisis, Samba de Amigo, Mystical Ninja Starring Goemon



Senior Editor Anatole Brown has been wracking his brain, but he just can't remember the name of the scrolling shoot-'em-up game that he and his friends were obsessed with while growing up in Japan. He remembers a triangular, Xevious-style ship—and he thinks it was a PC Engine game—but the rest is a blank. Reader suggestions are welcome. Current Favorite Games: Ms. Pac-Man Maze Madness, Marvel vs. Capcom 2, Dino Crisis 2, Incredible Crisis



SNK's recent withdrawal of its NeoGeo Pocket Color system from the American and European markets was enough to send Associate Editor Jason Wilson out on a whirlwind shopping spree during which he acquired the entire NGPC library in a single weekend. He won't be able to afford a square meal for a couple of weeks.

Current Favorite Games: Donkey Kong, Metal Gear Solid, Super Street Fighter II Turbo, Tony Hawk's Pro Skater 2



Associate Editor Ara Shirinian is fed up with the increasing costs of automobile insurance, registration, fuel and maintenance. He's thinking about buying a bicycle and thumbing his nose at the "crooks, racketeers and shysters" who have leeched all of his hard-earned money and left him with nothing but polluted skies.

Current Favorite Games: Chrono Cross, Dance Dance Revolution, Shutokou Battle 2, Incredible Crisis



Art Director Lisa Beattie grew up watching *The Electric Company* on PBS, so she's been pleased to see reruns of this classic '70s educational program showing up on cable recently. She'll get misty-eyed at the sight of Spider-Man, LetterMan or Morgan "Easy Reader" Freeman...but not Fargo North: Decoder, whom she describes as a "dork." Current Favorite Games: Samba de Amigo, The House of the Dead 2, X-Men: Mutant Academy, Devil Dice



Instead of the quiet, reserved Assistant Editor Charlotte Chen that we all know and love, the TIPS & TRICKS staff has had a hard time getting used to the "new" Charlotte who's power-packed from gulping Pokémon vitamins. Her daily routine now includes smacking Jason around the office like a cartoon punching bag.

Current Favorite Games: Adventure, Tetris, Valkyrie Profile,

Dragon Warrior



Contributing Editor Pat Reynolds is very excited about the new lasersight peripheral from Blaze that connects to your light gun and allows you to draw a bead on video-game opponents with uncanny accuracy. Like his neighbors don't think he's crazy enough; all they need is to see him running around the house with a frickin' laser sight. Current Favorite Games: Armored Core 2, Mega Man Legends 2,

Guitar Freaks, Mega Man 64



When he's not replacing the bearings on his skateboard or tweaking the sensitivity of his analog joysticks to give him more precise control, Geoff Arnold likes to experiment with unusual guitar tunings. He also likes to leave his Morley wah pedal half-depressed in order to get that midrange-y Michael Schenker-style "abandoned post office" tone. Current Favorite Games: Army Men: World War, Front Line, Moon Patrol, Battlezone



Rich Krupa's affair with legendary screen queen Ms. Pac-Man has provided plenty of fodder for industry gossip columnists; they're calling him the "Larry Fortensky of video games." Visitors to the couple's Palm Springs hideaway can expect a blast from the Super Soaker that Rich uses to chase away paparazzi.

Current Favorite Games: Tony Hawk's Pro Skater, Dance Dance Revolution, Bust A Move 4, Godzilla Maximum Impact



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SPEC OPS: Stealth Patrol

5 EXPECTING YOU FOMORROW ... YOU'RE ALREADY THERE!



April 2000







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 An **arsenal** to choose from including **night-vision** goggles, **sniper**
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 Two player split-screen battle mode.
- Lead your team with guns blazing or silently under the cover of day across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

ACTION BASS IZE MATTERS



May 2000







- Tournament-style Challenge Mode, free-wheeling Free Mode, and an Extra bonus Mode is available.
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- Enjoy watching fish (up to five heaviest) you brought back in the
- Five diverse lures are available at the beginning, covering a wide range of water conditions and lure movements. More lures will be available as the
- player gains experience.
 Wide variety of "lure action" possible to attract bass, with some lures requiring retrieving or rod movements only while others requiring skillful combination of the two.

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YOU GOT GAME

Readers' tips



Got any really tough questions that no one can answer? Found a secret that only you know about? Drop us a line at:

TIPS & TRICKS
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

We'll choose the letters with the most interesting comments and questions to print here each month!

WHAT'S WRONG WITH BEING SEXY

We are currently studying sexism in the media. While looking through your magazine, we found ads that would represent sexist or degrading images of women. After studying the topic extensively, we have found that there is a relationship between the way that the media portrays women and the way that men act towards them. Showing ads like the one for Deathtrap Dungeon or Tomb Raider portrays images of "busty" or "easy" women in sexual positions when there is clearly no need for this. By accepting these ads, your magazine is continuing to contribute a degrading image of women and the objectification of women. We believe very strongly that your magazine should not continue to promote these sexist and degrading images of women, and should rather stand up for their rights by no longer running ads of these types. We would like to know how you feel about these ads appearing in your magazine, and if these are the messages you would like your audiences to receive. Thank you for your time, please respond.

> —David Benedict St. Paul, MN

Well, David, we don't like sexist or degrading advertisements either, but the nature of our business sometimes does not allow us the opportunity to research these matters before a questionable advertisement is printed. And just like any other magazine, T&T needs ads in order to stay alive. There is a complex interaction between advertisements and consumers that is a lot more liquid than most people realize. The content of ads is strongly in-

fluenced by consumers. Certain objects or ideas do not appear in ads because our society has determined them to be inappropriate. On the other hand, ads can also change society's opinions, wants and morals. The most powerful statement consumers can make is to choose which businesses to patronize. Remember, these messages are not from us, they are from the game publishers and manufacturers. That's the whole reason why ads are separated from the other sections of the magazine. They are a message

from the maker of the game to you. If you don't like what they have to say, we suggest you avoid buying their products and/or write them letters.



Hi, my name is Aubrey. I have seen the PlayStation Movie Card advertised. If it doesn't play DVDs, what exactly does it play? Thanks for taking the time to read my letter.

—Aubrey Stewart Walker, LA

This "Movie Card" is not an official licensed Sony product and was created primarily for the Asian markets. These kinds of devices play what is known as a "VCD," or Video-CD. They are compressed video that has been written onto a CD. You won't be able to find many VCDs here, but overseas there are plenty of them! But don't think that you're missing much. The video quality is poor—even worse than a VHS tape!

THE IRON MAN

Hey guys, I have a couple of questions. I now know that you have seen the anime movie Akira. I know this from your Resident Evil: Code Veronica strategy guide when you say "pulls a Tetsuo" for Alexia. So, I was wondering if you, like me, noticed that a character in the game Gekido (May 2000 issue, Select Games section) is named Tetsuo. I wanted to know if there is a connection between these two. It sounds like there could be a connection because of how similar the two are. Both the movie and the game seem to deal with mind powers, so it is likely they are connected in some way. Are there any games based on Akira? If there are, for what system? If there



Here's one type of VCD player that attaches to the back of the PlayStation.

aren't, someone should definitely make one.

—Chris Killeen Englishtown, NJ

Tetsuo is not an unusual Japanese first name, so you may often see it in things like comics, games, films, etc. On the other hand, Gekido is highly influenced by Japanese pop culture, so the developers may very well have had Akira's Tetsuo in mind. To answer your second question, there was at least one 8-bit Akira game released in Japan. Another Akira game was created and sold in Europe for the CD32 system. Finally, in 1994 and 1995 Akira games for all the major console systems of the time were announced for domestic release by THQ. Unfortunately, none of them ever came out.

TOKEN OF THE MONTH



This month's token comes from the Pirate's Hideaway in San Diego, California. It was sent in by Justin Cooper. Thanks, Justin!

Back

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211













Perfect Dark



Now that you've spent your whole summer playing Perfect Dark, we figured we'd give you some added hints to help increase

the playability of the game. There are several hidden weapons throughout the Solo Missions that are pretty hard to find, but once you get them they'll help you crush the enemy!



[] 이렇게 뭐롭되말다

Each level has one or two hidden weapons that can aid you in your missions. This can also help you to unlock more weapons in the Firing Range in the Carrington Institute, since only the weapons that you come across in the Solo Missions will be available there. Note that some hidden weapons are only available when playing at specific difficulty levels.

1.) dataDyne Central: Defection



A.) Double Falcon 2 There's one shock trooper with Double Falcons on the third level down from the top. He's the only shock trooper on the floor, so you won't miss him.



B.) Laptop Gun

At Perfect Agent difficulty, let the programmer run for his life and chase him down the hall to a door that reveals a weapons storage room.

2.) dataDyne Research: Investigation A.) Double CMP 150



Try getting to the weapons locker console (near the bot reprogramming console) without alerting the guards. You'll be able to open the weapons locker if you aren't detected.

Anatole Brown



B.) Proximity Mines
They are in a hall behind the isotope you're supposed to holograph with the CamSpy. You will take some damage from the radiation.

3.) dataDyne Central: Extraction



Try killing the first five guards without being detected. Head shots will keep you from alerting your presence. Forget about the two guards above the stairway. The fifth guard behind the couch will drop the prize.



Kill all the guards on the bottom floor without being detected. After going up the elevator, a shock trooper will come around the corner with Cassandra's Key. Use the key to get into her office and grab the

grenade on the table. Throw it into the right corner (near the picture of the man) and blow a hole in the wall to get the Dragon.

4.) Carrington Villa: Hostage One



A.) Double CMP150

If you get to the sniper standing on the wall guarding the helipad and kill him in under 38 seconds from when the mission starts, he will drop the guns.



B.) Devastator

Blow up the far left crate on the helipad.

5.) Chicago: Stealth



In the alley, move the square trash bin by the barrels and shoot the barrels. The explosion will destroy the trash bin to reveal a BombSpy. You can use the Bombspy to kill the guards at the exit instead of using the taxi as a distraction.

Enter the door behind the black limo and go down the ramps to the Pond Punk entrance. A guard will come out and open the door. Enter and grab the Double Falcon 2 off the counter

6.) G5 Building: Reconnaissance



In the first area, punch out the second cloaking guard instead of shooting him to get the Crossbow.



At Special or Perfect Agent difficulty only: If you placed the Remote Mine on the top door of the stairwell in the Chicago: Stealth level, you will find N-Bombs by the top exit area of the G5 Building.

7.) Area 51: Infiltration



How do you get the Rocket Launcher on the helipad without getting killed by the land mines? Go through the big double doors towards the base and use the crawl space behind the area protected by the gun turrets.

Right after placing the Comms Rider on the satellite dish, a guard with a brown suit and a white chest plate will come out blasting with two MagSecs.

8.) Area 51: Rescue



At.) Double Falcon 2 (Silencer)
Find a suspicious-looking block in the storage area near the first ramp. Blow it up for double silencers.



If you spared the life of the technician with the key in Area 51: Infiltration by knocking him out, you will meet him again behind the locked doors on the second floor. Follow him to the elevator and go up to a room with the Phoenix.



Perfect Dark



9.) Area 51: Escape



A.) Double Falcon 2 (Scope)

Turn back at the start of the mission and you will find two Falcons next to the two dead lab technicians. The poisonous gas makes it a little risky on your health, though.



B.) Remote Mines

If you get Elvis into the containment area in less than 36 seconds from the start, you will find Remote Mines on the bottom floor near the first wave of guards before you meet Jonathan.

10.) Air Base: Espinage



A.) Proximity Mines

The mines are located on the other side of the tunnel that you follow the flight attendant through.



B.) Double DY357 Magnum

Defeat all three NSA guards. The last guard by the security system and the programmer will have two Magnums.

11.) Double Cyclone



A.) If you kill the two guards right next to the stairwell, they will have keys to the two elaborately decorated doors containing Cyclones. You can off them even before you meet the President.

12.) Crash Site: Confrontation



A.) Proximity Mines

Turn around at the start of the level and head through the canyon and over the log bridge to meet Elvis. He'll give you mines if you see him first before completing any objective.



B.) DY357-LX

If you're quick, you can disarm Trent Easton when he's standing by the President. Remember, you have to use the secondary function of the Unarmed option to disarm someone.

13.) Pelagic II: Exploration



A.) Double Falcon 2 (Silencer)

After the fourth door (right after the short hall with the stairway) there will be a guard with two Falcons. They key, however, is not to let the guards set off the alarm before you get there.

14.) Deep Sea: Nulify Threat



A.) Proximity Mines

Kill the second wave of guards (after the fourth door) before Elvis does it for you. One of the guards will drop a box of mines.

15.) Carrington Institute: Defense



A.) Devastator

Rescue the two hostages safely in the Information Lab (the room where you test the devices) and one of the hostages will thank you with a Devastator.

16.) Attack Ship: Covert Assault



A.) Double Mauler

At the control bridge, there will be three Skedars when you first walk in. Kill the middle one and it will drop two Maulers.

17.) Skedar Ruins: Battle Shrine



A.) Double Phoenix

Destroy the two other temple targets that don't appear on the Tracker by using the wall hugger. You will see the weapons appear at the edge of the canyon before you drop down.

SPECIAL ASSIGNMENTS



Mr. Blonde's Revenge

Finish all Solo Missions at Agent difficulty.



Perfect Dark

Finish all Solo Missions on Perfect Agent difficulty. This mode is basically the same as the Perfect Agent missions, but it allows you to adjust the enemies' health, damage and accuracy.



Maian SOS

Finish all Solo Missions at Special Agent difficulty.



War!

Finish all Solo Missions at Perfect Agent difficulty.



The Duel

Find all the weapons in the Solo Missions and get at least a Bronze star on each weapon in the Firing Range.



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P

Theory

Arcade strategy

Marvel vs. Capcom 2 is very different from its predecessors. There is no Strong Punch or Forward Kick button to string your attacks like the other games in the "vs." series. You will need to press Jab Punch twice or Short Kick twice for your medium punch or forward kick to appear. This alters gameplay significantly for several reasons. First, you have to actually be close to your opponent, with him or her in blocking position or getting struck. You will also be unable to use either button as an anti-air maneuver or to poke at your opponent with characters that relied on moves like this, such as M. Bison with his standing Forward Kick. Most combination attacks can be done with Jab Punch, Short Kick, Jab Punch and Short Kick in the air. At first, it was believed that the traditional "infinite" combos were not present; however, savvy players have discovered a new type of infinite which can be easily initiated near the corner, particularly when using Ken, Akuma or Thanos.

<u> Pixies/Mid Range/Big Characters</u>

Size, speed and strength are essential when choosing your team. There are literally hundreds of teams you can choose from, but each character chosen must fit your gameplay style and balance out the whole of your team's various strengths and weaknesses. Choosing the order of your team also changes the level of damage parlayed as the result of a team Hyper Combo. Take the time to experiment by changing the order of your team (see below). For example, choosing a team of Zangief, Cyclops and Iceman in that order will yield a team with Hyper Combo strength that's very different if you switch your primary characters. Certain fighters set as the primary character (Anakaris or Zangief, to name a few) will be the main reason why your team Hyper Combo damage is increasingly high. Switch the primary character to a weaker character such as Roll or Servbot and the team Hyper Combo damage is decreased dramatically











Changing Team Order

If you decide you want to change one of your assist characters to the primary character position, simply hold the assist button corresponding to the character you want to make your primary character before the start of each match. For example, with a



team of Iceman, Juggernaut and Cable in which Iceman is the primary character, you can hold down the partner B button before the match begins to make Cable the primary character. To make Juggernaut your primary character, hold down the Partner A button before the start of the match.

August 2000

20

TIPS & TRICKS

The days of long lines waiting to play an oldschool Street Fighter II arcade game are long gone. Most of those guys are either in college, married, or writing for various video-game magazines across the country, yearning for the days of old. Marvel vs. Capcom 2,

> while nowhere near as high in the skill department as the older Street Fighter games, will thrive in arcades with the largest list of characters ever in a fighting game. By

the time you read this, all 56 characters should be selectable at your local arcade, which probably has at least two or three Marvel vs. Capcom 2 machines by now. (You can pick up your jaw now.) This is part one of a two-part strategy; in this issue, we'll concentrate on a few key gameplay factors in the "versus series" and give you move lists and tips for half of the game's selectable fighters. Each character will have all "launchers" described, i.e. the buttons you will need to press in order to begin the extremely important "aerial rave" combination attack. All special moves and super moves will be listed, as well as various "helper" attack methods that are chosen for each character before each match. The key to being a good Marvel vs. Capcom 2 player is to not get hit by anything that can lead to a combo, knowing your team's effective strengths and weaknesses...and reading this magazine!

nportant note: This strategy is useful for both the arcade and coming Sega Dreamcast versions; the subtle differences or each will be explained in detail in certain portions of this guide.

Universal Move List

Taunt—Press START + Light Kick

High Block—Hold ←

Low Blocking—Hold ∠

Air Blocking—Hold ← or ∠ while in air

Guard Advance—Press both Punch Buttons after blocking (can be used multiple times)

Dashing/Retreating—Press → → or ← ←

Super Jump—Press ↓ then ↑

Escape Throws—Press any direction on the joystick plus Fierce Punch or Roundhouse Kick when being thrown, except for ↑ or ↓

Variable Attack—Press Jab Punch + Light Kick simutaneously to call in Partner A, press Fierce Punch + Roundhouse Kick simultaneously to call in Partner B

Variable Assist—Press Assist A Button or Assist B Button, depending on who you want to call in for help!

Variable Counter—← ∠ ↓ + Partner A or B (requires one level of your Super Meter)

Variable Combination Attack—Press Partner A + B buttons simultaneously (requires two levels of your Super Meter)

Snapback—↓ > + Partner A or B (forces your opponent to switch characters for a short period of time, disabling one of them; requires one level of your Super Meter)

Marvel vs. Capcom 2: New Age of Heroes



character, maybe the second or third best character in the game behind Strider and Storm. His keepaway tactics are uncanny. Team Cable with a quicker, more

agile character such as Psylocke or Strider to create an imposing duo of primaries.



Projectile (recommended) Anti-Air Variety

Launchers

Jab Punch or Short Kick, Jab Punch + Fierce Punch

Special Moves

Super Gun—Press Fierce Punch (up to four times)

Viper Beam—↓ > + any Punch button, tap Punch to change

beam position (can also be done in air)

Crackdown—↓ > + any Kick button

Kinetic Charge—← ∠ ↓ ↓ → + any Punch button (close)

Electric Grenade—↓ ∠ ← + any Kick button (can also be done in air)

Scimitar—→ ↓ ¾ + any Punch button

Angle Kick-Hold Forward + Fierce Kick

Super Moves

Hyper Viper Beam—↓ > + both Punch Buttons Time Flip—↓ ¥ → + both Punch Buttons



Iceman's Special Moves may be somewhat limited, but his Ice Beam is guick and damaging and his Arctic Attack Super Move is easily connected from almost any Aerial Rave attack. He can also block

most attacks from other characters without taking ANY damage whatsoever!

Assist Types



Projectile Balance (recommended)

↓ + Roundhouse Kick

Special Moves

Ice Beam Straight—↓ > + Jab Punch (can also be done in air) Ice Beam Up—↓ > + Fierce Punch (can also be done in air) Ice Avalanche Down—↓ > + Short Kick (can also be done in air) Ice Avalanche Angle—↓ > + Roundhouse Kick (can also be done in air) Ice Fist—↓ ∠ ← + any Punch button (can only hit an opponent three times, then must be regenerated)

Super Move

Arctic Attack—↓ > + both Punch Buttons



Gambit is weaker Marvel vs. Capcom—and far less powerful than he was in X-Men vs. Street Fighter. His foot speed is slower and his launch to connect

to an Aerial Rave combo must be timed impeccably (especially with larger characters) because they will drop suddenly.

Assist Types



Projectile Expansion (recommended) Launcher

Launcher

↓ + Fierce Punch

Special Moves

Kinetic Card—↓ > + any Punch Button (can also be done in air) Trick Card—↓ ∠ ← + any Punch Button

Cajun Slash—→ ↓ ¾ + any Punch button, or → ↓ ¾ + Short Kick + Fierce Punch simultaneously

Cajun Escape—Charge ↓ for one second, then ↑ + any Punch button, then press any Punch button again

Cajun Strike—Charge ↓ for one second, then ↑ + any Kick button

Super Moves

Kinetic Card Explosion—↓ > + both Kick buttons Cajun Explosion—↓ ∠ ← + both Kick buttons Royal Flush—↓ > + both Punch buttons



slightly easier to control since his debut in Marvel Super Heroes. His strength has also been toned down, but he still ranks in the top tier with Juggernaut, Sentinel, etc. Blackheart's dash is slow; your best strategy would be to

run like a madman, shelling out low and high Dark Thunders whenever you can.



Ground Type (recommended) Anti-Air

Launchers

Special Moves

Dark Thunder Low—← ∠ ↓ ↘ → + Jab Punch Dark Thunder High—← ∠ ↓ ↘ → + Fierce Punch Inferno—→ > ↓ ↓ ८ ← + any Punch button Longer Dash/Backstep \rightarrow →, then hold → or \leftarrow ←, then hold ←

Jab Punch or Short Kick, Jab Punch ¥ + Fierce Punch

Super Moves

Armageddon—↓ ¥ → + both Punch buttons Judgment Day—↓ ∠ ← + both Punch buttons (can also be done in air)

Heart of Darkness—↓ > + both Kick buttons



Ruby combines the agility of Jon Talbain (Darkstalkers) with Psylocke, and will hurt you in many ways if you with her attacks. That alone is the

sole reason why she is one of the top 10 characters in *Marvel vs. Capcom 2*.



Anti-Air Capture (recommended) Enhance

¥ + Roundhouse Kick

↓ + Fierce Punch

Special Moves

Chevál Seller—↓ > + any Punch button, then any direction and any Punch button up to two times (can also be done in air) Supermation—↓ > + any Kick button Phantom—↓ ∠ ← + any Kick button

Rafále Cannon—→ > ↓ ↓ ∠ ← + any Punch button

Super Moves

Flan Mér—↓ > + both Punch buttons, then any direction and any Punch button up to four times (can also be done in air) Shipwreck—↓ ≥ → + both Kick buttons

Thousand Phantoms—↓ ∠ ← + both Kick buttons Tour de Magie—Roundhouse Kick, Jab Punch, ↓, Short Kick, Fierce Punch (press Short Kick or Jab Punch to throw knives)





Try Zangief's infinite in the corner, working only on mid-size/larger type characters: standing Roundhouse Kick (hits twice), Lariat, standing Jab Punch, Lariat, repeat standing Jab Punch, Lariat maneuver while walking forward the entire time and executing the Lariat.



Ground (recommended) Throw Air Throw

Jab Punch or Short Kick, Jab Punch ¥ + Fierce Punch

Lariat—Press both Punch buttons (can also be done in air) Quick Lariat—Press both Kick buttons (can also be done in air) Banishing Flat—→ ↓ ¥ + any Punch button

Aerial Russian Slam—→ ↓ ¥ + any Punch button

Pile Driver—Rotate joystick 360° + any Punch button (Can also be done in air)

Flying Powerbomb— $\leftarrow \lor \downarrow \lor \rightarrow +$ any Kick button

Atomic Suplex—← & ↓ >> + any Kick button when close

Dashing Grab—→ →

Elbow Drop (in air)—↓ + Jab Punch

change back to regular Zangief)

Throw Launcher—↓ ∠ ← + Jab Punch (when close)

Vodka Fire (as MechaZangief)—↓ > + any Punch button

Super Moves

Final Atomic Buster—Rotate joystick 360° + both Punch buttons Ultra Final Atomic Buster—Rotate joystick 360° + both Kick buttons (requires 3 levels of your Super Meter) MechaZangief—← ↓ ∠ + Short Kick (← ↓ ∠ + Short Kick to

Akuma can cancel his Tenma Gou Zankuu move from a normal ground Tatsumaki Zankuu Kyaku (hurricane kick). This causes a huge amount of damage and can be exploited repeatedly. After an Aerial Rave, tack on an air Tatsumaki Zankuu

Kyaku (hurricane kick), which will do more damage than if you ended the attack with another special move.

Assist Types



Projectile Expansion (recommended) Anti-Air

Launcher

↓ + Fierce Punch

Special Moves

Gou Hadou Ken—↓ > + any Punch button Zankuu Hadou Ken—In air, ↓ ↘ → + any Punch button Tenma Kuujin Kyaku—In air, ↓ >> + any Kick button Gou Shouryuu Ken—→ ↓ > + any Punch button

Ashura Senkuu (teleport) $\rightarrow \downarrow \downarrow +$ both Punch buttons, or $\rightarrow \downarrow \downarrow +$ both Kick buttons, or $\leftarrow \psi \not\vdash \omega$ + both Punch buttons, or $\leftarrow \psi \not\vdash \omega$ + both

Kick buttons Tatsumaki Zankuu Kyaku—↓ < ← + any Kick button (can also be done in air) Jigoku Guruma—→ > ↓ ↓ ∠ ← + Roundhouse Kick (when close)

Zugai Hasatsu (overhead)—→ + Fierce Punch

Senpuu Kyaku (ground)—→ + Roundhouse Kick

Super Moves

Messatsu Gou Hadou—↓ ⊭ ← + both Punch buttons, tap both Punch-

Messatsu Gou Shouryuu—↓ > + both Punch buttons

Messatsu Gou Rasen—↓ > + both Kick buttons

Tenma Gou Zankuu—In air, ↓ >> + both Punch buttons

Shun Goku Satsu—Jab Punch, Jab Punch, →, Short Kick, Fierce Punch (requires 3 levels of your Super Meter)



Poor, poor Charlie. He was great in the days of X-Men vs. Street Fighter when he could cancel anything he wanted to into his Sonic Break Super Move. Charlie is still quick, but he

should be replaced by the much more agile and experienced Guile



Projectile Type Anti-Air Ralance

Launcher

↓ + Fierce Punch

Special Moves

Sonic Boom—Charge \leftarrow for two seconds, \rightarrow + any Punch button Somersault Shell—Charge ↓ for two seconds, ↑ + any Kick button Moonsault Slash (air)—↑ 7 → + any Kick button Jumping Sobat—← + Roundhouse Kick

Super Moves

Sonic Break—↓ > + both Punch buttons, tap both Punch buttons rapidly Crossfire Blitz—↓ > + both Kick buttons

Somersault Justice—↓ ∠ ← + both Kick buttons



Juggernaut is

back! Try using this gargantuan mutant villain as your primary character, perform the "Power-Up" technique, tag in another team member, then use Juggy's Dash Assist Type for an

Assist Types



Ground Variety

Launcher

↓ + Fierce Punch

Special Moves

Juggernaut Punch—← ∠ ↓ ↓ → + any Punch button Juggernaut Body Press $\leftarrow \not \leftarrow \lor \downarrow \lor \rightarrow +$ any Kick button (can also be

Earthquake Punch→ > ↓ ↓ + any Punch button Power-Up—→ ↓ ¾ + both Punch buttons Super Punch—→ + Fierce Punch

Super Move

Head Crush—↓ > + both Punch buttons

extra 50% damage!

Deady Bear

Put Teddy on the most endangered species list and FUR FIGHTERS on your most wanted. A new kind of game has hit the scene. Part adventure-crammed shoot 'em up, part heavy petting and panting action. Play as all six armed animal liberators against the malevolent fat-cat, General Viggo. It's a raging romp of feline conspiracies, blazing animal combat and unrelenting beaver shots!









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Sega Dreamcast



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Assist Types



Capture (recommended) Expansion Anti-Air

Launchers

Jab Punch or Short Kick, Jab Punch ¥ + Roundhouse Kick

¥ + Fierce Punch

Web Ball— $\psi \rightarrow +$ any Punch button (can also be done in air) Web Swing $-\downarrow \checkmark \leftarrow +$ any Kick button (can also be done in air) Web Throw—→ > ↓ ↓ ¢ ← + any Punch button

Spider Sting—↓ > + any Punch button, any Punch button after it connects

Super Moves

Ultimate Web Throw—↓ ∠ ← + both Punch buttons Maximum Spider—↓ → + both Punch buttons (can also be done in air)

Crawler Assault—↓ ¥ → + both Kick buttons



Captain America has a double jump that can be used to add extra hits during Aerial Rave combos. Press T after jumping in the air to try it. Cap is stronger than ever, but extremely slow when trying to pull off necessary aerial attacks. The Short Kick Charging Star is a good way to get closer to your opponent without jumping at them.



Projectile Anti-Air Dash (recommended)

Launcher

↓ + Fierce Punch

Special Moves

Shield Slash—↓ > + any Punch button (can also be done in air)

Charging Star—↓ > + any Kick button Stars & Stripes—→ ↓ ¥ + any Punch button

Forward Flip—→ > ↓ ↓ ← + any Punch button

Super Moves

Final Justice—↓ > + both Punch buttons Hyper Charging Star—↓ > + both Kick buttons Hyper Stars & Stripes → ↓ ¥ + both Punch buttons



Havato made his first appearance in Capcom's first 3-D fighting game, Star Gladiator, then again in its sequel, Plasma Sword. His Plasma Sword incarnation is what you see in Marvel vs. Capcom 2. Hayato's chains allow him to be a toptier combatant as well.



Expansion (recommended) Anti-Air Balance

Launcher

↓ + Fierce Punch

Special Moves

Shiden—↓ > + any Punch button

Guren—→ ↓ ¥ + any Punch button (can also be done in air)

Byakko Hou—←, → + both Punch buttons (when close)

Crouch Dash—Hold ∠, then → + both Punch buttons

Plasma Combo: Suzaku Ranbu—← + Jab Punch, Jab Punch, Jab Punch, Jab Punch

Plasma Combo: Kegon 1—← + Jab Punch, Jab Punch, Fierce Punch, Roundhouse Kick, Jab Punch, Jab Punch

Plasma Combo: Kegon 2—← + Jab Punch, Jab Punch, Jab Punch, Roundhouse Kick, Jab Punch, Jab Punch

Plasma Combo: Guren 1—← + Fierce Punch, Jab Punch, Fierce Punch, Fierce Punch, Fierce Punch

Plasma Combo: Guren 2—← + Fierce Punch, Jab Punch, Fierce Punch, Short Kick, Fierce Punch

Dokuryuu—Press Fierce Punch while dashing

Souryuu—Press Fierce Punch during Dokuryuu

Rasetsu Zan—↓ > + both Punch buttons

Engetsu—↓ > + both Kick buttons

Plasma Field (air)—↓ ∠ ← + both Kick buttons

Black Hayato—Jab Punch, Fierce Punch, ←, Short Kick, Roundhouse Kick (requires 3 levels of your Super Meter)



the air after a successful Aerial Rave

triple jump that can be used to add extra hits during Aerial Rave combos. Press ↑ after jumping in the air to perform a double jump, then triple jump. Psylocke is quick and easy to use; try her Kochou Gakure Super Move to tack on extra hits in



Projectile Balance (recommended)

Launcher

↓ + Fierce Punch

Special Moves

Psi-Blast—↓ ↘ → + any Punch button (can also be done in air) Psi-Blade Spin—↓ ↘ → + Short Kick, Short Kick, Roundhouse Kick, or ↓ > + Roundhouse Kick, Short Kick, Short Kick Ninjutsu Teleport—→ > ↓ ↓ ¢ ← + any Punch or Kick button (can also be done in air)

Psi-Drill (immediately after a teleport)—Press any direction on the joystick + any Punch or Kick button, directing the drill Moonsault Kick—↑ + Roundhouse Kick

Sliding Backstep Kick—← + Roundhouse Kick, hold → to slide

Super Moves

Psi-Thrust $-\downarrow \searrow \rightarrow$ + both Punch buttons, then hold joystick in any direction you want the combo to end Psi-Maelstrom—↓ > + both Kick buttons

Kochou Gakure (air)—↓ ∠ ← + both Kick buttons



Assist Types



squat if you only have one move that can cancel into Super Moves.



Projectile (recommended) Anti-Air Expansion

Launcher Roundhouse Kick

Special Moves

Kikou Ken—← ∠ ↓ ↘ → + any Punch button Overhead Flip Kick—→ > ↓ ↓ ← + any Kick button

Tenshou Kyaku—→ ↓ > + any Kick button

Lightning Kick—Tap any Kick button rapidly (can also be done in air)

Flip Kick—∠ + Roundhouse Kick

Reishiki Kikou Ken-→ + Fierce Punch

Heel Kick (air)—↓ + Roundhouse Kick

Super Moves

Kikou Shou—↓ >> + both Punch buttons

Senretsu Kyaku $-\sqrt{3} \rightarrow +$ both Kick buttons, tap kick buttons rapidly for extra hits

Hazan Tenshou Kyaku—→ ↓ > + both Kick buttons

Omega Red's Carbonadium Coils have retraction methods that are moves within moves, which can easily confuse novice players. his

safest and strongest move is his Omega Destroyer, which can reach opponents no matter where they are on the screen.



Throw (recommended) Anti-Air Ground

Launcher

Jab Punch or Short Kick, Jab Punch

Special Moves

Carbonadium Coil—↓ ¾ → + any Punch button Carbonadium Coil Up—↓ > + both Punch buttons

Kuuchuu Carbonadium Coil (air)—↓ > + both Punch buttons, any Punch button, any Kick button, or both Kick buttons.

Coil Recall: Ground—Press any Punch button before Coil hits Coil Recall: Mid-Air—Press any Punch or Kick button before Kuuchuu Coil hits

Omega Strike—↓ > + any Kick button

Omega Strike Up—↓ > + any Kick button

Omega Strike: Cancel—↓ + any Kick button during Omega Strike Omega Strike: Retreat—← + any Kick button during Omega Strike

Omega Destroyer—↓ ∠ ← + both Punch buttons Omega Smasher (air)—↓ ∠ ← + both Punch buttons



Jill is great for beginners-everything cancels into anything, literallybut she's not in the same league as Cable, Strider or Dr. Doom. Her Fiery Dash is very capable against almost anyone; combine it with a few Zombie Helpers-and a Super Fiery Dash added on after an Aerial rave-

for a balanced offensive attacking method!

Assist Types



Dash (recommended) Projectile

Launcher

↓ + Fierce Punch

Special Moves

Fiery Dash—↓ > + any Punch button (can also be done in air) Power→ > ↓ ↓ ∠ ← + any Punch button

Grenade Launcher→ ↓ > + any Punch button (hold any Punch button to increase length to delay)

Zombie Helper—↓ ∠ ← + any Kick button (calling the Zombie with Short Kick will allow you to knock the zombie down!)

Zombie Dog $-\downarrow \searrow \rightarrow +$ Short Kick Flying Crow $-\downarrow \searrow \rightarrow +$ Roundhouse Kick

Slide—↓ + Roundhouse Kick

Super Fiery Dash—↓ ≥ → + both Punch buttons (can also be done in air) Rocket Launcher—↓ > + both Kick buttons CODE: T-002—↓ ∠ ← + both Kick buttons



Venom is a faster character that can still be useful after Capcom toned him town considerably; remember the madness that was known as standing Fierce Punch!

Use his Venom Fang whenever possibleespecially at the end of an Aerial Rave for a decent amount of damage.



Expansion (recommended) Variety Launcher

Launchers

¥ + Fierce Punch

Special Moves

Venom Fang—↓ > + any Punch button (can also be done in air) Venom Rush—↓ > + any Kick button

Web Throw—→ > ↓ ↓ ∠ ← + any Punch button

Jab Punch or Short Kick, Jab Punch

Super Moves

Venom Web—↓ > + both Punch buttons Death Bite—↓ ≥ → + both Kick buttons



Cammy has a double jump that can add extra hits during Aerial Rave combos. Press ↑ after jumping in the air to try it. Not only is Cammy's Dash Assist Type nearly invincible, she can combo a Killer Bee Assault after the same Cannon Drill maneuver after an Aerial Rave!



Anti-Air (recommended) Dash Expansion

Launchers

- ↓ + Fierce Punch
- > + Roundhouse Kick

Special Moves

Spinning Knuckle—↓ ¥ → + any Punch button

Cannon Drill—↓ ¥ → + any Kick button (can also be done in air)

Cannon Spike—→ ↓ > + any Kick button

Cannon Strike (air)—↓ ∠ ← + any Kick button

Punch Button to cancel move) then *

- Combination Cannon Strike—press any Kick button when airborne
 Hooligan Throw—press any Punch button when you are on top of opponent
- * Hooligan Slide—press any Punch button when landing away from opponent near ground

Spin Drive Smasher—↓ > + both Kick buttons

Reverse Shaft Breaker—↓ ∠ ← + both Kick buttons

Killer Bee Assault—↓ ⊭ ← + both Punch buttons (can also be done in air)





B.B Hood has a double jump that can add extra hits during Aerial Rave combos. Press ↑ after jumping in the air to try it. Baby Bonnie Hood may be small, but her array of special moves and deadly arsenal of weapons make her a formidable foe. Combine her low and

high missiles with her Cheer & Fire technique for ultimate ground dominance.

Assist Types



Projectile Anti-Air (recommended) Variety

Launchers

Short Kick, Short Kick > + Roundhouse Kick

Special Moves

Smile & Missile (High)—Charge ← for two seconds, → + any Punch button Smile & Missile (Low)—Charge ← for two seconds, → + any Kick button Happy & Missile—Charge ↓ for one second, ↑ + any Punch button Cheer & Fire (Air)—→ ↓ ¥ + any Punch button

Cheer & Fire (Ground)→ ↓ > + any Kick button (can also be done in air) Shyness & Strike—↓ ∠ ← + any Punch Button

Hat Bomb—↓ ∠ ← + Roundhouse Kick

Ground Dash—↓ ↓ + both Kick buttons

Surprise & Hop-→ + Roundhouse Kick

Super Moves

Cool Hunting—↓ > + both Punch buttons Beautiful Memory—← ∠ ↓ ≥ → + both Kick buttons Hyper Apple For You $\rightarrow \lor \lor \lor \leftarrow +$ both Kick buttons

Colossus is still an unstoppable force with Super Armor and Power Tackles. If an opponent tries to attempt a chain combo, one Power Tackle will thwart that attempt very easily!



Dash (Recommended) Anti-Air

Launcher

Launcher Roundhouse Kick

Special Moves

Giant Swing—↓ > + any Punch button, rotate joystick in 360 motion repeatedly (can also be done in air)

Power Tackle (Forward)—↓ > + Short Kick (air)

Power Tackle (Diagonal)— $\psi \ \ \rightarrow +$ Roundhouse Kick (air)

Super Move

Super Dive \rightarrow + both Punch buttons, \downarrow + any Punch or Kick button to dive early (air)

Super Armor—↓ ∠ ← + both Punch buttons



Cyclops has a double jump that can add extra hits during Aerial Rave combos. Press ↑ after jumping in the air to try it. Cyclops' beams have been slowed down over the years; however,

vou can't count out a beam character. Optic Blasts are still EXTREMELY effective; they cannot be taken lightly.

Assist Types



Projectile (recommended) Anti-Air Expansion

Launchers

Jab Punch or Short Kick, Jab Punch

→ Roundhouse Kick

¥ + Fierce Punch

Special Moves

Optic Blast—↓ → + any Punch button (can also be done in air)

Optic Hold—→ > ↓ ↓ K ← + Fierce Punch (when close) Optic Sweep → > + any Punch button

Jean's Splice→ ↓ 및 + any Punch button, tap any Punch button again Cyclone Kick—↓

← + any Kick button

Rapid Punch—Charge ←, → + any Punch button, then tap any Punch

button rapidly Running Neckbreaker Drop—Charge ←, → + any Kick button

Optic Bullet—Fierce Punch

Double Flip Kick—Roundhouse Kick, Roundhouse Kick

Mega Optic Blast—↓ → + both Punch buttons (can also be done in air) Super Optic Blast—↓ > + both Kick buttons; point controller in direction you want lasers to hit opponent (can also be done in air)



Hulk maintains the strength advantage he has enjoyed from the previous Street Fighter games, but his Gamma Charge is much weaker and his standing Roundhouse Kick (as a

normal move) does not withstand incoming attacks as well as it used to

Assist Types



Dash (recommended) Anti-Air

+ Roundhouse Kick

Special Moves

Gamma Slam—↓ > + any Punch Button

Gamma Tornado→ > ↓ ↓ ∠ ← + any Punch Button (when close) Gamma Charge (Straight)—Charge ← for two seconds, then → + any Kick button

Gamma Charge (Up)—Charge ↓ for two seconds, then ↑ + an Kick button

Super Moves

Gamma Wave—↓ > + both Punch Buttons Gamma Quake—↓ > + both Kick Buttons Gamma Crush—↓ ∠ ← + both Punch buttons



Ken is one of

those characters that you love to hate if you have always had an ongoing feud with him for years and years. Alas, Ken is very effective in this game with his crazy Air hurricane kicks, and quick,

lightning-fast Aerial Attacks.



Projectile Anti-Air Expansion

Launcher

↓ + Punch

Special Moves

Hadouken—↓ > + any Punch button (can also be done in air) Shouryuuken—→ ↓ ¼ + any Punch Button (can also be done in air) Tatsumaki Senpuu Kyaku—↓ ∠ ← + any Kick Button (can also be done in air)

Zenpou Tenshin—↓ ∠ ← + any Punch Button

Shouryuu Reppa—↓ >> + both Punch buttons Shinryuu Ken—↓ ¾ → + both Kick buttons Shippuujinrai Kyaku—↓ </br>

 ← + both Kick buttons





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Marvel vs. Capcom 2: New Age of Heroes





Ryu is the slowest of the three uppercut brothers in this game, but still maintains a standard grasp of how to be effective when it counts. The Shinkuu Hadouken-after a successful Aerial

Rave-is still one of the most effective combination attacks in the game.



Projectile Anti-Air Expansion

Launcher

↓ + Fierce Punch

Special Moves

Hadouken $-\downarrow \searrow \rightarrow$ + any Punch button (can also be done in air) Shouryuuken—→ ↓ > + any Punch Button (can also be done in air) Tatsumaki Senpuu Kyaku—↓ ⊭ ← + any Kick Button (can also be done in air)

Super Moves

Shinkuu Hadouken—↓ > + both Punch buttons Shinkuu Tatsumaki Senpuu Kyaku—↓ ∠ ← + both Kick buttons Shin Shouryuu Ken—→ ↓ ¾ + both Punch buttons (Super bar must be at least Level 3 or higher)



slowed Sabretooth down to the point where he RELIES on his sidekick Birdie more than he should. Use the Heavy Armed **Birdie Super Move** whenever you can; it's your only hope of winning!

Assist Types



Expansion (recommended) Projectile Launcher

Launcher

↓ + Fierce Punch

Special Moves

Berserker Claw—↓ > + any Punch button Wild Fang—→ > ↓ ↓ ← + any Punch Button Armed Birdie—→ > ↓ ↓ ∠ ← + any Kick Button

Super Move

Berserker Claw X—↓ ≥ → + both Punch buttons Weapon X Rush—→ ↓ ¥ + both Punch buttons Heavy Armed Birdie—→ > ↓ ↓ ∠ ← + both Kick Buttons

need to transform into Dark Sakura; it needlessly wastes much of her Super Meter, which you'll be needing to perform multiple Shinkuu Hadouken Super Moves on your opponent!

Assist Types



Projectile Expansion Dash (recommended)

Launchers

Jab Punch or Short Kick, Short Kick

↓ + Fierce Punch

¥ + Roundhouse Kick

Special Moves

Hadouken—↓ ↘ → + any Punch button (can also be done in air) Shououken→ ↓ ≥ + any Punch button (can also be done in air) Shunpuu Kyaku—↓ ⊭ ← + any Kick Button (can also be done in air) Flower Kick → + Roundhouse Kick

Super Moves

Shinkuu Hadouken—↓ ∠ ← + both Punch buttons Midare Zakura—↓ > + both Punch buttons Haru Ichiban—↓ ∠ ← + both Kick buttons Dark Sakura—← ↓ ∠ + Short Kick (Level 3)

Teleport (as Dark Sakura) $\longrightarrow \downarrow \searrow$ or $\leftarrow \downarrow \swarrow +$ both Punch or Kick buttons



The only way to be an effective Sentinel player is to take advantage of his advanced air tactics. Sentinel can hit an opponent from all angles when flying

around in the air. If you somehow tag an opponent with his Roundhouse Kick Launcher, use the Hard Drive Super Move at the end of an Aerial Rave combo for maximum damage.

Assist Types



Projectile (recommended) Launcher Ground

Launcher

Roundhouse Kick

Special Moves

Rocket Punch (Down) $-\downarrow \lor \rightarrow +$ Jab Punch (can also be done in air) Rocket Punch (Straight)—↓ > + Fierce Punch (can also be done in air) Rocket Punch (Up)—→ ↓ > + any Punch button (can also be done in air) Sentinel Force—↓ > + any Kick button

Sentinel Force Expansion—↓ > + Roundhouse Kick (hold Roundhouse Kick for extended rockets)

Sentinel Air—↓ ∠ ← + both Kick buttons (can also be done in air)

Super Moves

Plasma Storm—↓ ↘ → + both Punch buttons, tap both Punch button rapidly for extra hits

Hyper Sentinel Force—↓ > + both Kick buttons Hard Drive (air)—↓ ≥ → + both Punch buttons



Since Doom is mostly a character that attacks from the air, you will need to place good ground characters such as Cable or Cammy to assist Dr. Doom properly. Use Dr. Doom's Anti-Air **Assist Type instead**

of the recommended Projectile Assist Type against the majority of the characters in



Projectile (recommended)

Jab Punch or Short Kick, Short Kick

¥ + Roundhouse Kick

↓ + Fierce Punch

Plasma Beam $-\downarrow \searrow \rightarrow$ + any Punch button (can also be done in air) Photon Shot—→ > ↓ ↓ ₭ ← + any Punch button (can also be done

Molecular Shield—→ > ↓ ↓ ₭ ← + any Kick button

Air Flight—↓ ∠ ← + both Kick buttons (can also be done in air)

Laser (air)—Fierce Punch

Dive Kick (air)—↓ + Roundhouse Kick Air Dash—Press both Punch buttons simultaneously

Super Moves

Electric Cage—↓ > + both Punch buttons Sphere Flame (shoots upward)—↓ > + both Kick buttons Photon Array—↓ ∠ ← + both Punch buttons (can also be done in air)



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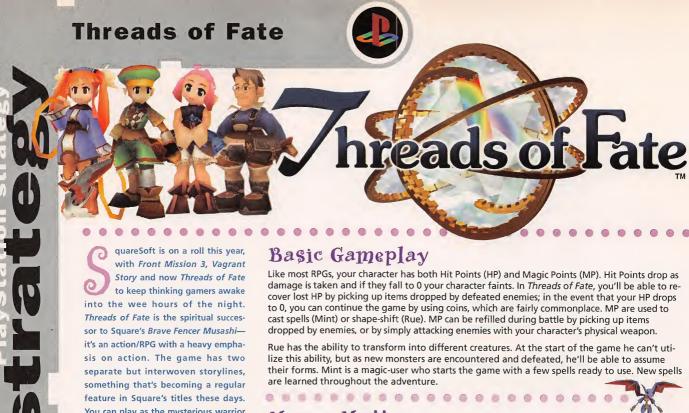
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You can play as the mysterious warrior Rue or the mischievous young princess Mint. Both are searching for the same powerful relic. Either way, Threads of Fate will keep you entertained from start to finish-and this strategy guide has all the information you'll need to get the most out of the game.

Money Matters

In Threads of Fate, money is not as important as in other RPGs. There are a few ways to make money and a few ways to spend it. To earn money, simply "sell" the creatures that you've defeated at the shop in Carona. You can also sell certain other rare items to the shopkeeper and to some of the townsfolk. Later in the game, you'll be able to challenge Rod to a battle—for a small fee, of course—but if you beat him you'll be repaid tenfold. You'll need to spend your money to stay at the Inn, upgrade your attack and defense ratings and purchase "continue coins" at the church.

Carona Town

You'll be spending a great deal of time in this small seaside village, so get to know the layout and what the different shops have to offer. Here's a brief tour and some of the lesser-known details of the town. Starting with the main town gate and going clockwise, you'll encounter:



Main Gate Your portal to the world; selecting the main gate will show you a list

of places you can visit. To get the most out of the game, you'll need to revisit some of the locations you've previously conquered to find all of the game's secrets.



Tonio's Shop Here you can

periodically upgrade your attack power and defensive rating, as well as sell the creatures you've de feated and rare items vou've found.



bronze coins are fairly common, sometimes you'll want to restock on these portable continues. Visit the

The Church

(upper level)

Although

church and make donations to get coins of various denominations 1,000G buys 10 bronze coins (continue with full HP, 25% MP), 5,000G buys five silver coins (full HP, 50% MP), and 10000G, will earn you two gold coins (full HP, full MP). Big spenders can drop 30,000G to nab a platina coin (full HP, 100% MP and +1 to Attack and Defense).



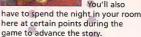
Klaus' Shop You'll have to visit Klaus at many key points during the adventure

for further directions. If you are unsure of where to go next, it 's a safe bet the answer can be found here.



Ms. Cartha's

kind enough to let you stay with her free of charge, so drop in to refill your HP and save your game as often as you like.



If you head down the dark alley to the right of Tonio's, you'll find two more locations:



Jargen's Tavern

your whistle (and recover your MP) here



Hobb's Shop This out-ofthe-way shop offers upgrades to Attack, Defense,

HP and MP for the seriously high price tag of 30,000G apiece. If you bring Hobbs a rare bottle of wine from the Labyrinth, he'll be a bit more reasonable about his pricing.



The tunnel under the church leads to the docks, where you'll be spending





Finally, the alley to the right of Klaus' Shop leads to the lakeside field where

Rod has made his camp. You'll need to seek him out at various times during the adventure to hire his services as a boat driver. You can also chal-

lenge Rod to battle at just about any time during the quest for 100G,



The Inn

Since you can spend the night at Ms. Cartha's and recover your HP for free, you'd think that laying down 500G for a night at the inn would be a waste of money. Think again. It's worth at least one visit, maybe more. The first time you check in, examine the dresser in your room and you'll find the Dream Stone. Sleep on the bed and you'll have a dream involving a hollow tree trunk you may have passed in Carona Forest (it's right near the start). Go there and drop down into the cavern below. When you reach the small mandola flower, use Blue Magic (raindrops) to make it grow, then jump onto it and onto the platform to the left. Take the book,

The Last Hero, from the treasure box and trade it to Rod back in town for +4 Attack. Also, you can sell the Dream Stone at the shop for 2,000G! Subsequent visits to the Inn will reward you with random coins (press × while moving around the room).

You can wet

by drinking milk (10%), root been (25%) or tropical delight (50%). However, since you regain MP simply by fighting, you should never, ever need to spend money here.

Walkthrough

In Threads of Fate, money is not as important as in other RPGs. There are a few ways to make money and a few ways to spend it. To earn money, simply "sell" the creatures that you've defeated at the shop in Carona. You can also sell certain other rare items to the shopkeeper and to some of the townsfolk. Later in the game, you'll be able to challenge Rod to a battle—for a small fee, of course—but if you beat him you'll be repaid tenfold. You'll need to spend your money to stay at the Inn, upgrade your attack and defense ratings and purchase "continue coins" at the church.

World Domination, Baby! Mint's Adventure

Mint is a magic-user, relying on seven different types of magic to use against her foes. Mint's magic can be augmented by different "effects" found throughout the game. She is also a capable hand-to-hand fighter, using metal rings as weapons. Learning which type of magic is powerful against different monsters and bosses is essential to victory when playing as Mint. Mint seeks the ancient relic so she can rule the world.

1. Carona Town

Search around the town square to find a bronze coin, then depart via the main gates for Carona Forest.

2. Carona Forest

Move through the first area and battle Smokey and Blood for the first time. After meeting Klaus and his wife, navigate down the cliff until you see treetops, then jump in.

Boss: Smokey & Blood



Being the first boss fight in the game, these bumbling bandits are a pushover. Lay into them with physical attacks and they'll retreat in seconds. You only have to beat one of them to get them both to give up.

3. Gargoyle Battle

Use the fountain to the right to heal yourself, then read the inscription on the stone slab. When the gargoyles appear, you must defeat them simultaneously for the staircase to appear. Use your five-way white magic for this job. After the gargoyles are defeated, head up the staircase.

Boss: Nightmare





This boss can be annoying at first, but once his pattern becomes clear it's an easy battle. Nightmare has two main forms of attack: a charge and a jumping maneuver. If he starts run-

ning at you, just run away until he stops. When he leaps into the air, jump away to avoid being crushed. The shockwaves Nightmare sends out after landing can hurt you, so use magic (triple blades work well) after he lands and is stunned for a few seconds. Repeat the process until you've won.

4. Atelier

Examine the vault and Klaus will appear and open it for you.

5. Carona

Head to Klaus' Shop and go downstairs to talk to him. Your next destination (Underground Ruins) will now be available at the main gate. Klaus also gives you Red Magic.

6. Underground Ruins





The first area is a labyrinth; listen for the sound of running water to lead you through until you reach a room with a hole in the floor. Jump in to reach the ruins. Search the ruins to find

five stone slabs, after which you'll come to a room with three large ice blocks standing in your way. You'll need to use red magic (and have about 120 MP) to melt all three. Collect the sixth stone, the Rare Wine and the Super effect for your magic. Return to the entrance and you'll see the six stone platforms you collected hanging in midair. Jump on them in order—from right to left—and they'll become a staircase leading to a second entrance. After dodging the boulder, head left and you'll come across another boss.

Boss: Skull Beast



The environment is your enemy as well as the large dragon-like Skull Beast. Falling off any of the blocks results in losing a small amount of HP, so time your jumps carefully. The Skull Beast fires two kinds of flame attacks; the first is a simple fireball. Dodge out of the way or jump over it. The second is similar to

Mint's napalm magic—you'll need to jump over this one. Next, he'll start jumping around from block to block. You don't want to be on the same block when he lands, so stay one step ahead of him while he's moving. Finally, hit him with physical attacks—or better still, white magic—when he flashes.

7. Elroy's Atelier

After beating the Skull Beast, continue on and you'll reach an area with three paths leading away. Search each path to loot the atelier. You'll find the Tiara, Cube, Bronze Coins, Gold Coins and the chance to refill your HP in these areas. (Hint: The coins are hard to see; run around the rooms tapping × to find them). Boss: Belle



After collecting the stash from the atelier, Mint runs afoul of an old enemy, Belle. This boss is quite frustrating. Blue magic seems to work best against her, but even that doesn't do much damage at all (up to eight with lcicle). She fires ranged magic, so stay far away and dodge them. The best time to attack is just

after she releases her green energy projectiles. If you see her hand glow red, jump straight toward Belle to avoid taking a LOT of damage from her flame attack. Attack when you can; whittling her down is the way to win.

8. Skull Beast Run



You thought you'd seen the last of the Skull Beast, but it's back! Don't stick around to fight it this time, though; you can't win. Instead, hit him once, then continue on to the left and take the platform up. At the top, you'll have to endure a grueling race up the spiral staircase to the top, with the monster chasing

you and spiked iron balls rolling down towards you! If Skull Beast catches you, you'll have to start the run all over again. Avoid the balls by moving to the opposite side of the stairs they're on and try to stay on the inside of the staircase as much as possible for better speed. When you reach the top, a cut-scene will play and you'll return to town. (Hint: Return to the bottom of the spiral staircase later and search the Skull Beast's body to find the Power effect for your magic.)

9. Carona

Klaus will give you your next mission, so it's off to Mel's Atelier. Swing by the shop to upgrade your Attack and Defense if you haven't done so already. You'll need it soon.

10. Mel's Atelier

Before you can gain access to the Atelier, you'll have to endure three 2-D platform mini-games (see Rue's walkthrough for more detailed descriptions). Talk to the Poppul Purrels (the little creatures) outside the Atelier to play these games. Each is a game of skill in which you'll have to negotiate through a series of obstacles within a set amount of time. If you fall into a pit, you'll start again from the beginning. When you've completed all three games, go inside and talk to Mel. Before she'll help you, though, you need to return to the forest and rescue one of her Poppuls from Smokey and Blood.

Boss: Smokey & Blood (2nd Encounter)



The terrible twosome are tougher now, but as long as you've upgraded your attack and defense in town, they should pose no problems. Run away from them when they charge, and then quickly nail them with your triple-hit combo. Repeat until they're beaten. lust like last time you only have to pound on one of

Just like last time, you only have to pound on one of them to win this battle. Return to town and head to Mint's room for some rest. In the morning, head back to Mel's Atelier.

11. Mel's Atelier

Talk to Mel and receive the Cube and Mel's Report, then head back toward town. You'll meet Elena on the ground; talk to her, then talk to Duke (he's wearing a star costume).

Boss: Starlight Duke



As silly as "Starlight Duke" looks, he's still pretty tough. Use Icicle magic when he falls down and keep moving to avoid his spinning attacks.

12. Carona

First visit Klaus, then head to the field behind his shop (follow the alley to the right of Klaus') to meet Rod. Before he'll help you, you need to beat him in combat.

Boss: Rod the Blade Master



Rod's weakness against magic changes during the fight. Switch around until you find the magic that hits him for more than one point of damage and stick to it. When you start doing only one point of damage, you'll have to switch around again until you find his new weakness. Otherwise, this is an easy fight.

13. Gamul Village

Search the area around the ruins—read the inscription on the stone, refill your MP from the overturned vase and examine the windmill. Belle will appear again to fight you.

Boss: Belle (2nd Encounter)



This is an extremely easy fight. Avoid the robot's grasp by jumping over it when it tries to grab you. Belle will create platforms—you can either use them to jump kick her, or stand on them and fire white magic (Rapid Fire works best). Either way, she's toast in no time. After beating her, check her body to acquire Green Magic. Use the overturned vase to refill MP your if needed.



14. Gamul Village





Use your new green magic on the windmill to lower a lift and ride up into the village. If you leave the Gamulians alone, they won't attack you. Feel free to beat on them if you need to re-

fill your MP; whenever you move to a new screen, they'll be friendly again. The village is kind of a maze if you don't know what to do. You need to hit levers throughout the area to change your destination on a moving "mine cart" platform. Hit the first two levers you come across (so that they point to the left). When you come to the platform with two levers, hit the leftmost lever (so it points right). Follow the path and you'll come to some moving platforms. Jump across and hit the lever at the end (it'll be facing right), then drop down to the right. Now continue on until you come to the mine cart screen again. This time, hit the lever before you jump onto the cart (it should point right). This takes you to the end of the level.

Boss: Cloud Whale





This is another fairly easy fight if you know the pattern. The boss has three methods of attack. First, he'll fly past your raft and bring a wave of water behind him. Hop over the water (try to

him. Hop over the water (try to stay near the middle of the raft, since you'll be pulled in the direction of the wave) to avoid getting hur. Second, he'll stop directly ahead of you and his waterspout will glow. Water geysers will erupt from the raft. Stay moving and jumping around to avoid these. You can hit the whale during this attack by jump-kicking the glowing spot on his head, but be careful not to fall into the water. Finally, the Cloud Whale will open his mouth and attempt to suck you in. Fire a few shots of rapid-fire White Magic into his gullet before the wind starts pulling you toward his open maw. Run in the opposite direction to avoid this attack; do not jump or you'll be pulled in for sure.

15. Carona

Go to Klaus' Shop and he'll give you another mission: to bring back the phantomite from Raging Mountain.

16. Raging Mountain

There's only one tricky part to this otherwise amazingly easy level. On the very first screen, when you reach the entrance to the mountain, face the screen and drop down onto a hidden ledge, then jump across to the left. In the treasure box you'll find Black Magic. Use it to destroy the rock here and the other rocks in the next few screens.

Boss: Belle, Hexagon & Duke



Make sure you've purchased the latest attack and defense upgrades at the shop in town before attempting this battle. It's possible without upgrading, but much, much easier if you take the time to outfit yourself. Belle will fly around in Hexagon trying to grab you while Duke attacks you from the ground. Apply you

while Duke attacks you from the ground. Avoid Belle by jumping whenever she goes for a grab and give Duke a pounding with your rings. Next you have to knock Belle from Hexagon. It's easy if you follow this pattern: When she moves in for the grab, jump away to avoid it, then quickly turn and jump-kick her. After that she'll face you on foot. Avoid her projectiles and beat on her with your rings. She falls very quickly.

17. Raging Mountain

After defeating Belle and Duke, you'll be able to refill your HP if you follow the next screen all the way to the right. Next, jump across the pillars to recover the Legendary Shield (see tips section after the walkthrough for information on this item).

Boss: Wylaf



Believe it or not, the epic battle with the legendary dragon Wylaf is one of the easiest boss encounters in the game. His pattern and attacks are incredibly simple to avoid. He'll take to the air and attack with fireballs—they're slow, giving you plenty of time to move out of range of the explosions they cause. When you

see gusts of wind on the ground, stay away from them as well. When Wylaf lands, nail him with Blue Magic Triple Blades. If you're close enough, all three blades will connect and he'll immediately take to the air again. Use this tactic to negate his physical attacks and you'll beat him in no time (you only have to reduce his HP bar to half). Later in the game (after the events in the Tower of Maya) you can return here to challenge Wylaf again and get the Hyper effect for your magic.

18. Carona

When you return to town, Smokey and Blood challenge you to fight them in the forest. Before you do that, head to Klaus' and he'll finish his work on Prima Doll with the phantomite. Now you can either go to the forest and fight a set of bosses (you need to if you want to get the Circle effect for your magic), or you can go to Mel's Atelier, the next stop on your quest. It's best to head to the forest first.

Boss: Trap Master



32



Go to the forest and you'll fight this spiky-haired punk. This is another easy fight. Stay away from the platforms that flash, jump away to avoid the falling spiked balls (you'll see the shadow be-

fore they fall) and hit Trap Master with Green Magic whenever he stands still.

Boss: Smokey & Blood (3rd Encounter)



After defeating Trap Master, the goofy bandit duo puts up another half-baked fight. Just whack the heck out of them until you win. As long as you have half of your HP or more left after fighting Trap Master, you won't even have to avoid their attacks.

19. Carona Forest

After defeating Trap Master and Smokey and Blood, continue on to the cliffs. Near the beginning of the descent, you'll come to a small ledge (just after passing the first mandola plant). Instead of jumping to the right, drop down and follow the ledge around. You'll see the rock shown in the accompanying photo. Destroy it with black magic (use the Power effect), then jump over to the treasure box to get the Circle effect.

20. Mel's Atelier

Talk to the Poppuls outside of Mel's and one will offer to take you to Gorotan. Accept the offer and it's off to another boss fight.

Boss: Gorotan



Examine the little creature in the area and Gorotan will reveal himself. He has two attacks, and it's an obvious pattern; keep an eye on the stars that rotate around him. When they're close to Gorotan, he'll fire electricity at you. Keep running and jumping to avoid this attack. When he sends the stars toward you, get

in close and keep running circles around him until his lightning hits the ground (as long as you keep moving it'll miss you), then fire your White Magic (with Power effect) to hit him for huge damage. Repeat until he's defeated. You'll get Yellow Magic for beating him.

21. Carona

Now a long, long, series of cut-scenes and brief, actionless interludes takes place. Kick it off by paying a visit to Klaus, then sit back and watch the story unfold. There's only one area that could possibly trip you up: Rod will ask you to tell him the name of his boat. If you've forgotten, it's "Pulsar-Inferno Typhoon Omega," the third choice on his list. You'll visit Klaus a total of three times during this period; when you finally end up back in Carona, talk to Klaus to get the action going again. Mint must head back to the Underground Ruins in search of a doll factory.

22. Underground Ruins



You have to redo the entire Underground Ruins level, including getting the six platforms to form the staircase to the second level entrance. This time, the enemies are tougher and you'll have to fight a gang of dolls before each of the stones will appear. Use white magic (Circle effect) to clear them out quickly. After

accomplishing that, head up the ramp to the right (where the boulder was) and you'll be able to refill your HP before heading on to the floating platform room. Luckily, you don't have to do that part again. All that work, just to head straight back to Carona to fight Psycho Master.

Boss: Psycho Master



Psycho Master teleports around the room, and each time he appears, he gives you plenty of time to whack him twice. You have to get around behind him and hit him in the back, though. Attack his front and he'll grab you and use his black magic to throw you across the room. When he starts floating toward you, run

away from him and jump over his fire circle attack. Psycho Master has no HP meter in this fight, but you'll beat him very quickly if you're careful not to attack his front.

23. Tower of Maya





In the room with the floating melons, you can only jump on the melons which are not spinning and the ones that are spinning from right to left. The melons spinning from left to right

will dump you off. If you fall, you'll have to battle three pumpkins before you can attempt the jumps again. Also, be careful of the pumpkin cannon firing at you from the far end of the chamber. If you're on a stationary melon when it fires, hop straight up to avoid being knocked off. In the next area with floating platforms, jump onto the right platform to begin crossing. The order of jumps from the first platform is forward, left, left. The last platform will take you across to the far side.

Boss: Trap Master (2nd Encounter)



Trap Master hasn't changed much since the last time you tangled with him. This time he'll mark more platforms for explosions, so you'll have to stay nimble and get off of any platform that starts flashing fast. Hit him with normal green magic for maximum damage.

Boss: Maya



Keep moving to avoid her attacks; one will turn you into a pumpkin. If this happens, simply roll around in a big circle to avoid her kicks. Use your rings to beat on Maya whenever possible. This is a very easy fight, since the pumpkins constantly reappear and they'll give you HP and MP after you destroy them. After this battle

you'll encounter two Mayas and be asked to choose the real one. The correct answer is the one on the left.



24. Lakeside Field

Once back in Carona, be sure to upgrade at the shop, then go see Rod at his camp. He'll tell you that the Pulsar-Inferno Typhoon Omega needs five more cannon orbs before it can take you to Valen's Fortress. Thus begins a sort of scavenger hunt for these items. Here's where you'll find them: Klaus has one in his basement, Mel has another (you have to "play" with the Poppuls again to get it), Belle has a third (you'll find her in the tavern) and you'll need to leave a monetary deposit with Hobbs for the fourth (choose "Put on an Act" and the deposit will be 5,000G—choose one of the other options and it'll be 10,000G or even 15,000G!). Now go back to Rod's area and the fifth, final cannon orb will be found automatically.

25. Valen's Fortress





Prima Doll gives you Gold Magic after you arrive at the fortress. You can't do anything with it yet. Work your way through the four "arenas." After that you will be able to save your game

and you'll find yourself in a room with four torches, two of which are lit. You are actually on a circular area with four identical rooms, connected by short walkways. Head out of the room to the right and you'll come to a second torch room with none of them lit. Light the two middle torches using red flame magic (so they match the pattern of the first room). A red stone will drop from above. Return to the first room and Mint will place the stone in a niche on the floor. Now go to the third torch room (two rooms to the right of the main room). Use blue raindrop magic to put out the flame in the torch to the far right.

Light the torch to the left of the barely-lit torch and then use green wind magic to get the sputtering torch fully lit. A green stone will appear. Return to the main torch room. Now head out to the left and you'll reach the fourth torch room. Use raindrops to extinguish the far right and far left torches, leaving the two center torches lit. You'll get a blue stone to carry back to the main room. Finally, extinguish and then re-light the two torches in the main room to get the last stone. Stand in the circle between the stones to teleport away.

Boss: Psycho Master (2nd Encounter)



Psycho Master is pretty much the same as the last time you fought him, only this time he has a life meter and takes a lot longer to beat him. Also, you're in a smaller area with force fields for walls—touch them and you'll take damage. Wait for him to appear, then quickly run behind him and get a couple of hits in with your rings.

behind him and get a couple of hits in with your rings.
The best time to hit him with magic (use white) is after he attacks with his ring of fire. Remember that you can only hit him in the back.

26. Cursed Crossways

In this area you'll find a series of platforms connected by catwalks. There are teleports leading to monster encounters and three boss encounters. You'll have to fight Skull Beast, Nightmare and Cloud Whale again. The other portals lead to rooms of monsters. Use these to refill your HP and MP between bosses. You'll find the three bosses in the top middle (Nightmare), right mid-

dle (Skull Beast) and left middle (Cloud Whale) portals. After you've dispatched the three repeat bosses, a save point will appear. The portal on the lower middle platform will be activated.

Boss: Doll Master



Equip your white magic (Power effect) and meet Doll Master head on. He'll fall before your magical onslaught in no time. You really don't even need to avoid his attacks, since they do so little damage as long as you've upgraded to the most powerful items.

Boss: Valen (1st Form)



This battle can be very frustrating if you don't know a few things. First, you can't permanently destroy the large winged monster (Evening Dew) that's chasing you around the ring. You can beat it, but it'll come back in a few seconds. Second, the creature can restore Valen back to full health. You do not want this

store Valen back to full health. You do not want this to happen. If you see Evening Dew stand still and raise its wings, it'll heal Valen when he gets near it. You can beat on Evening Dew to interrupt this process. Valen floats from area to area. Try to predict where he's going to stop next and then jump kick him when he gets there. If you went back and fought Wylaf a second time to get the Hyper effect for your magic, you can cast blue magic (with Hyper effect) to heal yourself during the battle, which helps greatly.

Valen (2nd Form)





This is it; the final battle. Maya gives you the Cosmos effect for your magic before this fight, and it's the key to victory. Cosmos only works with the gold magic you got earlier from

Prima Doll. The magic it casts creates a temporary shield around Mint, which absorbs damage into her MP instead of her HP. It costs only 10 MP to cast. Valen goes through different transformations during this fight, but there's only one time you can damage him. When he takes to the air with his appendages out to the sides, stand and face him. Cast the gold + cosmos magic and his fast projectiles will decrease your MP. As soon as he's finished attacking, release the magic button to throw the shield at him. This attack does 98-100 damage and you'll have to hit him five times like this to beat him. His patterns are easy to avoid in his other forms, and—even better—HP and MP items appear along the edge of the platform throughout the battle, making it very easy to stay alive.

27. Endgame

Back in Carona, you can spend some time talking to the townsfolk and saying your goodbyes. To finish the game, head to the Inn and you'll meet character from Mint's past. Choose "depart" to kick off the final cut-scenes and finish the game. Wait through the credits and you'll be given the opportunity to create a new save file to start the game as Rue. When you play as Rue, be sure to start from this save to unlock the secret mode after beating it with both characters.

The Mysterious Boy: Rue's Walkthrough

Rue is a young boy on a quest to locate the legendary relic in order to save the spirit of his sister, Claire. He is not interested in money or glory, only in carrying out his mission. Rue's weapon is an axe-like sword called "Arc Edge." It delivers a more powerful attack than Mint's rings and will be Rue's main form of attacking throughout the game. He also has the strange ability to transform into any almost creature he's beaten in combat, which will aid him on his quest. The catch, though, is that Rue can only have a repertoire of four monsters at any given time. If he collects a fifth "monster coin" by defeating a new monster, the oldest monster in his arsenal vanishes. If he needs that monster's powers later, he'll simply have to go and catch another one. Note: Some areas of both Mint's and Rue's adventures are exactly the same.

1. Carona Town

Search around the town square to find a bronze coin, and then depart via the main gates for Carona Forest.

2. Carona Forest

Here you'll learn the basics of transformation. Move through the first area to battle Smokey and Blood for the first time. After meeting Klaus and his wife, navigate down the cliff until you see treetops and jump in.

Boss: Smokey & Blood



Before you can fight these guys, you'll need to transform into a Pollywog and move over near them. Attack one of them after they dismiss you. Then they'll attack. They are easy to beat; pound on one of them with the Arc Edge and they'll quickly run away.

3. Gargoyle Battle



Use the fountain to the right to heal yourself, then read the inscription on the stone slab. When the gargoyles appear, you must defeat them both and grab the monster coins they leave behind. Transform into a gargoyle and perch on the slab opposite the other gargoyle statue; the staircase to the Atelier will appear.

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Boss: Nightmare

Nightmare has two main forms of attack: a charge and a jumping maneuver. If he starts running at you, just run away until he stops. When he leaps into the air, jump away to avoid being crushed. The shockwaves Nightmare sends out after landing can hurt you, so stay back and move in to attack him after he lands and is stunned for a few seconds. Transforming into a gargoyle and using its sonic attack ability does some decent damage as well.

4. Atelier

Examine the vault; Klaus will appear and open it for you. Go outside and talk to Elena, then head back inside and Klaus will be finished with the vault.

5. Carona

Head to Klaus' Shop and go downstairs to talk to him. Your next destination (Underground Ruins) will now be available at the main gate. Stop by the shop on your way to upgrade your attack and defense.

TIPS & TRICKS

6. Underground Ruins



See Mint's walkthrough; you'll need to transform into Gudon to melt the ice. Also, transform into Pollywog and fly over the toxic water areas.



Underground Ruins Boss: Skull Beast



Skull Beast has exactly the same pattern as he did for Mint, although with Rue you'll need to get up close and personal to damage him. Luckily, Rue's Arc Edge does good damage even this early in the game and it'll only take about six hits to finish him off. Jump over his flame attacks and hop from platform to plat-

over his flame attacks and hop from platform to platform when he starts jumping around. When he flashes, hit him with a jumping attack and quickly jump away to another platform.

7. Elroy's Atelier

See Mint's walkthrough.

Boss: Duke

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Where Mint faced Belle, Rue is attacked by her sidekick Duke. This is a very easy fight as long as you've upgraded in town. Duke fires energy blades that you can easily hop over. Let him attack, jump over it and then hit him one or two times. Repeat this until you've won.

8. Skull Beast Run



See Mint's walkthrough. Note: Although Mint can return later and find an item on Skull Beast's corpse, Rue won't find anything.

9. Carona See Mint's walkthrough.

10. Mel's Atelier

Here are some tips on the three mini-games you must play before entering the Atelier.





The first mini-game, "giant balls" is actually pretty easy. There's only one trouble spot right near the end. You've got to make the jump from the second giant ball to a small plat-

form. Wait until the ball is near the edge and then jump off. The Fungie on top of the ball won't hurt you. Just be careful not to kill it or the ball will disappear. After getting to the end, you'll use the remaining time to whack Fungies for points. The more points, the better your reward.





Because this stage has you jumping onto moving swings, it's a bit harder than the others Transform into an Imp and use its projectile attack to clear the way before jumping when ene-

mies are in your path. After you reach the end, you'll get a chance to grab colored balls for points and prizes.





This is the easiest stage. There's just one tricky spot, again at the end of the stage. First, you'll have to navigate three see-saws. Stand on the left edge of the first, then run up and jump off

the right edge to make the jump to the platform. On the second, stand on the right edge and the see-saw will move close enough to the platform to make the jump. The third see-saw needs to be moved a few times by alternating jumps onto the left and right edges. When it moves close to the platforms, hop across. You'll see a series of three blocks with hornblowers in the background. When you see the hornblowers jump up, jump straight up to avoid getting knocked off. Transform into an Imp and take out the Cockadoo before making the final jump.

Boss: Starlight Duke



After talking to Mel, Rue faces Duke again on his way out of the Atelier. Avoid his attacks and hit him when he falls down (he falls down a lot; it's the only time he's vulnerable). When he leaps high into the air, get out of the way and jump before he hits the ground, since it'll do five points of damage if you're standing

on solid ground when he lands.

Boss: Smokey & Blood (2nd Encounter



Head back to the forest after returning to town from Mel's to find Smokey and Blood harassing the defenseless Poppul Purrel. This is exactly the same fight as Mint's second run-in with the bumbling bandits. Avoid their rushing attacks and counter with a triplehit combo of your own. As before, you only have to

beat one of them to get both to run away.

11. Mel's Atelier

Back in Carona, you'll have to spend the night in your room at Ms. Cartha's before you can return to Mel's in the morning. (This is a good time to head over to Rod's camp if you want to get his background story; he'll only tell you at night). Mel gives you the Cube and Mel's Report.

12. Carona

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Visit Klaus and you'll learn your next destination: the Ghost Temple. (Note: At this point in the game, Rod is no longer available to fight against for quick money, since he's over in Gamul Forest with Mint on her leg of the adventure.)

13. Ghost Temple



You're faced with two doors in the main entry hall of the temple. You'll only be able to go through the door to the right (try opening the left door and the right door will swing open). You'll come to a corridor with a jump that is too wide for Rue to make. Change into a Saber Tiger to leap across (you'll find a Saber

Tiger in the room to the left of the middle platform in the same hallway). When you reach the door flanked by two puppet statues, attack and destroy the one on the right, then change into a puppet and take its place to unlock the door.

Boss: Chimera





This creature is scarier looking than it is threatening. It has a very easy pattern—wait for it to throw its weapon out like a boomerang, then run in and nail it with a triple-hit combo.

You can also attack it just after its third head pops out and it stands still for a few seconds. You'll get the Left Solleret for defeating Chimera.

14. Ghost Temple



Continue forward, following the hall until you reach a series of platforms over poisonous water. Just before this section, look for a door in the left wall. Inside you'll fight two puppets and an Ootang. Be sure to get the Ootang coin, since you'll need to change into one shortly. Change into a pollywog if you fall from a

platform into the poison below; you'll be able to fly safely over it. When you reach the door at the far end, transform into a skeleton and stand on the empty pedestal to unlock it.

Boss: Chimera (2nd Encounter)



The second battle against Chimera is just as easy as the first. Instead of throwing his weapon at you, this time Chimera uses flame and lightning magic. Hop over his napalm attack and go for the triple-hit combo. When the screen darkens, keep moving to avoid his lightning attack. (Alternatively, run toward

him—avoiding the lightning—and get a jumping attack in on him just as the last bolt hits the ground.) Beating him gets you the Right Solleret.

15. Ghost Temple

In the next section, turn into Ootang to make the high jump onto the platform, then destroy the skeleton on the right pedestal. Transform into a skeleton and use the "crumble" ability to match the position of the other skeleton. The door will unlock.

Boss: Chimera (3rd Encounter)

Chimera pulls out all of the stops for this battle, using all of the attacks you've seen so far as well as a new spinning, fire-breath move. As usual, he suffers from long down times after most attacks, allowing you to run in and attack, then run away before he can counter. Use this same strategy against him in this battle for another easy victory. You'll get the Left Gauntlet after this fight.

16. Ghost Temple





In the next hallway, Rue comes across four lit torches. If you don't have the Spectre ability, head back and get it from the hallway just before the third Chimera room. Use its water

ability to extinguish the fires. The door to the left unlocks...watch out, a large spiked ball drops from the ceiling as soon as you put out the last flame. Run straight ahead and you'll be back in the main entryway. Now the left door is open. Head through and you'll meet up with Elena. Go around the corner and hit the switch, then backtrack and you'll find the door at the bend is open. In the next area, there are three doors and a small hole in the wall which is too small for Rue to fit through. Check all of the doors and the hole and eventually a cut-scene will play. Afterwards you'll be able to enter the doors in the right and left walls. Behind the right door you'll fight three puppets. Break down the door to the right and you'll find a stinger and a Moon Stone. Change into the stinger and you'll be able to fit through the hole in the wall. On the other side, hit the lever to open the doors. After Elena gets trapped the second time, enter the room on the left wall. Change into a puppet and stand on the teleporter and you'll be able to get back to Elena. Do it again after the puppets teleport away with Elena. Now go back into the first teleporter room and teleport again. Next, go all the way back to the hallway with the doors on both sides and the small stinger tunnel in the wall. You'll see the right door is banging again. Go inside and fight through the horde of puppets and skeletons until you rescue Elena. Talk to Elena when you reach the locked door and she'll open it for you. Now continue on, past the spinning platforms and you'll encounter Chimera yet again, this time fighting with Duke.

Boss: Duke (2nd Encounter)



Believe it or not, Duke is the toughest enemy you'll face in the Ghost Temple. He's fast and his attacks do high damage. He has two magic attacks, both of which he broadcasts very obviously by flashing and punching the ground. Get out of the way when he does these. He's invulnerable before, during and im-

mediately after these attacks, so don't bother trying to hit him. The best times to nail him with solid two-hit combos are right after he lands from his

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Ghost Temple Boss: Duke (2nd Encounter

uppercut and during his "thousand fist punch." Also, you'll want to destroy the objects around the room right away at the beginning of the fight. Hit each one once and get out of the way, because they explode. It's very annoying if you leave them alone, since you'll find Rue turning to hit them instead of Duke if they're nearby. After beating Duke, the walls begin moving. Rue will need to attack the door to bash it open within a generous time limit. You'll receive the Right Gauntlet after escaping from the Temple.

17. Carona

Go to Klaus' Shop and he'll give you another mission: Bring back the phantomite from Raging Mountain.

18. Raging Mountain



See Mint's walkthrough. As Rue, you'll need to get a coin from Bubba in order to break the boulders throughout the level. Otherwise this is exactly the same level Mint went through.

Boss: Belle, Hexagon & Duke



This triple helping of bosses is possibly the hardest fight in the whole game. Fortunately, it gets easier as you eliminate them one by one. Although Duke doesn't really count as part of the "boss"—and has no HP meter of his own—he should be defeated first. Wait for Belle (on Hexagon) to make a grab at you and

avoid it by jumping away. Then pound Duke with a three-hitter when he runs at you. Repeat until Duke is out of commission. Next, follow the same pattern of avoiding Belle's grab attack, then run right next to Hexagon and perform a jumping attack from a straight vertical jump. Finally, Belle will dismount Hexagon and fight you herself. This last part of the fight is basically a gimme; Belle is no challenge at all, and unless you have extremely low health you should simply chase her around and pound on her until she falls.

19. Raging Mountain

After defeating Belle and Duke, you'll be able to refill your HP if you follow the next screen all the way to the right. Next, jump across the pillars to recover the Legendary Shield.

Boss: Wylaf





As with Mint's Wylaf battle, avoiding his attacks with Rue is easy and the fight is over almost as quickly as it starts. The only difference here is that you'll want to use the Arc Edge

against him, which means anticipating where he'll land and being there to deliver one or two blows before he can take to the air again. You can also get in a jumping attack when he flies in low towards Rue. You'll get the Phantomite after depleting half of Wylaf's HP.

20. Carona

Upon arriving back in town, Smokey and Blood will challenge you to a battle in the forest. After they leave, go over to Klaus with the phantomite and you'll learn of your next stop. First, head to the forest to do battle with Smokey, Blood and their new pal, Trap Master.

Boss: Trap Master



The only hard part of this battle is the ease with which you can fall off of the platforms you're fighting on. You can hit Trap Master from a neighboring platform, so try to get next to him when he lands and attack from there. He has no HP meter—about a dozen hits and he'll give up.

Boss: Smokey & Blood (3rd Encounter)



This is exactly the same fight as the second Smokey & Blood encounter.

21. Carona Forest







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in Carona Forest, which you couldn't access earlier. You'll need to have spectre, bubba and ootang in your monster collection to complete these tasks. First, drop down the first hollow tree stump (right near the start of the area). When you reach the small Mandola flower, change into spectre and use its water ability to make the plant grow. Hop onto it and then onto the platform to the left and you'll find *The Last Hero*, a book which can be traded to Rod for an Attack +4 bonus. Next, in the area where you've fought Smokey and Blood, climb the tree on top of the statue as an ootang and work your way along the platforms to the right. You'll drop down onto a previously inaccessible portion of the cliffs. Hop over to the ledge with the giant rock and transform into bubba to break it. Now you know a useless shortcut to Elroy's Atelier!

22. Mel's Atelier

Talk to the Poppuls outside of Mel's and one will offer to take you to Gorotan. Accept the offer and you're off to another boss fight.

Boss: Gorotan



Gorotan is exactly the same as when Mint fights him. Keep the pattern of running around him in a circle, getting close and attacking after his lightning bolt hits the ground.

23. Carona

After talking to Klaus, head over to the Lakeside to watch a cut-scene with Elena and Mint. Return to Klaus and you'll have to take Prima Doll to the Lakeside. After returning Prima to Klaus, you'll need to head over to Rod's camp to ask him to ferry you out to the Lake Ruins in his boat.

Boss: Rod



This is the only time you'll have to fight Rod in Rue's game. He's tougher than when you fight him for money, mainly because he comes after you with this hysterically huge hammer! Wait for him to swing down at you and try to get around behind him and nail him a couple of times. Don't bother attacking him

any other time, since his recovery from his horizontal swings is very fast and he'll clobber you if you get close. As always, his little dog "Johnny Wolf" will run around and attack you during the fight, but don't bother trying to take it out; just concentrate on Rod.

24. Carona

After beating Rod, he'll ask you to give him some time to get ready. Strangely, you must now head to Klaus' and he'll ask you if you're ready to go to the Lake Ruins. Say "yes" and you'll automatically head back to Rod, who'll be ready for departure. After the cut-scenes find you back in town, sleep in your room and then head to the Lakeside to watch even more intermissions. It'll be evening again when you get back to town, so spend the night in your room to trigger the next series of events. In the town square, you'll spot Claire. Follow her to the tavern area, then to the docks, where you'll need to talk to Duke. Next, head over to Rod's camp and talk to him. Finally, enter the church to fight Psycho Master.

Boss: Psycho Master



Another easy boss fight; just avoid him when he starts floating around the room and hit him in the back after he reappears. You'll be able to get two-hit combos each time and it'll only take six or seven of these to put him down.

25. Tower of Maya

See Mint's walkthrough.

Boss: Doll Master



Try your best during this battle, but you can't win. Doll Master will eventually win, and a cut-scene will follow.

Boss: Atenacius



This battle takes place on two wide platforms separated by smaller platforms. Attenacius is a floating head on a stone tablet, and he's very easy to hit, because he's so large. Basically, you'll want to rush him at the start of the fight and get in a few hits. He'll teleport to the far platform and start fring project.

teleport to the far platform and start firing projectiles at you. This is the trickiest part of the fight. The blue projectiles home in on Rue, and if he's in midair between platforms, you'll take damage from the projectile and the fall, and you'll end up back on the main platform. You'll need to take a couple of hits to get across. Jump to the first platform and get close to the far edge (closer to Atenacius). Let the projectile hit you, then make the next jump. Repeat, and jump to the far platform. Here you'll be able to whack Atenacius a good 4-6 times, since he'll teleport to the other side of the same platform, then teleport back to his original platform. Repeat the process to get over to him and you should be able to finish him off before he can teleport again. The only other attack you'll need to worry about is his "beard grab." If you see the camera pull back and up, get as far away from him as you can, and you'll avoid getting grabbed.

26. Carona

Talk to Klaus.

27. Mel's Atelier

Talk to Mel and she'll set you on the path to the final area, but you'll first have to return to Raging Mountain and talk to Wylaf again.

28. Raging Mountain

Make your way back through this stage. On the way through the mountain, you'll run into some old enemies.



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Threads of Fate

Raging Mountain

Boss: Trap Master (2nd Encounter)



Trap Master hasn't changed much since the last time you tangled with him. This time he'll mark more platforms for explosions, so you'll have to stay nimble and get off of any platform that starts flashing fast. Use the Arc Edge for a quick victory.

Boss: Mode Master





Mode Master starts this fight in the form of Rue, but she'll change into other creatures during the battle. This is an easy fight; you really don't even need to worry about avoiding

attacks, just rush in there and swing away with the Arc Edge.

29. Valen's Fortress

See Mint's walkthrough. (In the arena areas, Rue will need to transform into bubba to break stone blocks, and hellhound to break blocks of ice and put out flames. Likewise, in the area with the four torch rooms, follow the same directions given in Mint's walkthrough, but Rue will need the powers of hellhound and jinn to put out, light and fan the flames.)

Boss: Psycho Master (2nd Encounter)



Psycho Master is pretty much the same as the last time you fought him, only this time he has a life meter and takes a lot longer to beat. Also, you're in a smaller area with force fields for walls—touch them and you'll take damage. Wait for him to appear and quickly run behind him and get a couple of hits in the Arc Edge.

The best time to hit him is after he attacks with his ring of fire. Remember that you can only hit him in the back.

30. Cursed Crossways

In this area you'll find a series of platforms connected by catwalks. There are teleports leading to monster encounters and three boss encounters. You'll have to fight Skull Beast, Nightmare and Chimera. The other portals lead to rooms of monsters. Use these to refill your HP and MP between bosses. You'll find the three bosses in the top middle (Nightmare), right middle (Skull Beast) and left middle (Chimera) portals. After you've dispatched the

three repeat bosses, a save point will appear. The portal on the lower middle platform will be activated.

Boss: Doll Master (2nd Encounter)



Doll Master is tougher now, thanks mainly to a new grabbing move that does up to 30 points of damage. He broadcasts this move, though; watch for his arm to start giving off sparks just before the attack and get out of the way. When he misses with the grab, he's wide open for a three-hit combo. Otherwise, wait for

him to rush at you, jump over his swing and get two hits in before he counters. You can also transform into a Shaolon (the dinosaur-looking creature) and hit him with its electricity attack, which does lots of damage.

Boss: Valen (1st Form)



This is the same battle as Mint had, except that Rue can do considerably more damage to both Valen and Evening Dew with his Arc Edge, so it should be even easier.

Valen (2nd Form)



This is also the exact same fight as Mint's final encounter with Valen, but there's an added twist. Where Mint had the use of her powerful Gold+Cosmos magic, Rue now has the ability to block. Valen is only vulnerable in one form, when he flies around with his arms spread open. After blocking his rapid projectiles,

hit him with a quick jumping attack and you'll inflict somewhere in the neighborhood of 100 HP of damage. You'll need to hit him five times to beat him. There are MP and HP items around the edges of the platform if you need to refill.

31. Endgame

Like Mint, Rue has the opportunity to say goodbye to the people of Carona during this final playable portion of the game. You have to talk to Klaus, Maya at the Inn, Belle and Duke at the tavern and Rod at his camp. Head back to Klaus' after making these stops and you'll watch the final cut-scenes and the credits.

TIPS & TRICKS



Tips, Tricks and Items of Great Import

- In the Underground Ruins when you reach the room with three ice blocks, you won't have enough MP to melt them all. You only need to melt the first one to get the stone, but if you stick around the area, fighting the King Ant nearby over and over again (use magic as mint, Gudon as Rue) to build your MP up to 100, you'll be able to melt all three blocks, and get the Rare Wine as both characters, and the Super for Mint. This is a great boon so early in the game. Take the wine to Hobbs and watch his prices drop!
- Only Mint gets an item from the body of Skull Beast at the bottom of the spiral staircase. If you return later you'll find the Power effect. Rue can go back and search the body, but he'll find nothing.
- Challenge Rod to fight at different points in the game and you'll see his crazy assortment of weaponry.
- Return to see Wylaf as Mint near the end of the game and you'll get Hyper magic effect.
- The monsters you fight in Mel's mini-games are worth loads of Gold. Play the games over and over and you'll earn lots of money.
- Visit Rod at night (before retiring to your room at Ms. Cartha's) and he'll tell you a story about his past.
- After you beat the game with both Mint and Rue, you'll be able to play through it again with more powerful characters and a harder difficulty.
- What do you do with the "Legendary" items you'll find throughout the game? If you look at them in the inventory screen, you'll see that the Legendary Sword, Legendary Shield and Legendary Helmet are in fact nothing but a knife, a frying pan and a pot! Apparently you can take them to the owner of the tavern and he'll use certain monsters to cook up special stat-raising dishes for you, but I could never get this to work in the version I played. you can also sell these items at the shop for 500G apiece.
- All of the Stones found throughout the game (Night, Dream, Star, etc.) can and should be sold off at the shops for large amounts of money. They serve no other purpose in the game.



by Ara Shirinian

The six members of Curly Monsters are arguably among the most talented developers in Europe. Although they have worked on many awesome games in the past,

NGEN Racing is their first game developed together as a group. You might have seen plane racing games before, but not like this!

ARGADE HANDUNG VS. PRO HANDUNG

There are two handling modes in NGEN Racing: Arcade and Pro. If you start off playing the game with Pro handling you'll probably find yourself flying out of control almost immediately. Arcade handling is much easier, but there are some tradeoffs. First, with any given aircraft it's possible to turn more sharply using Pro handling than it is with Arcade handling. Second, if you're using Pro handling you can fly through the AB and health gates upside-down and receive double the bonus. Flying upside-down is impossible to do with Arcade handling. On the other hand, for at least 95% of the game you can progress just fine with Arcade handling. However, if you get too used to it, you'll probably never want to switch. If you want to try Pro handling you should start using it early on, before you get too comfortable with Arcade handling.

ARGADE MODE

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There isn't really much to Arcade mode. There are a few championships, but you can only choose from a small selection of aircraft and you won't get any rewards for completing all the races. If you want to get serious, try NGEN mode!

MODE! BASIC STRATEGY

This mode of the game is very similar to the "Gran Turismo style" flow of gameplay that is becoming increasingly popular with racing games lately. You buy an aircraft, participate in races, win money, then buy more aircraft, ad infinitum. The key here is to maximize the use of the money you have. Near the end of the game you'll find yourself overflowing with so much cash you won't know what to do with it, but at least during the first half you'll want to be very careful about spending. In each class you should buy only one aircraft. Buy the best one right away, so you can then just concentrate on modifying it. Usually, the three or four most expensive aircraft in any class are all really good, so choose one of those that fits your playing style and preference the best. Before you begin any championships, you must obtain a flying permit for the corresponding class. These permit tests are really easy, so if you cannot pass them on your

own, you won't stand a chance in those races anyway.

Once you enter Fighter class, weapons will become available to you. Unlike in most other games of this type, you'll always start with a fixed number of each weapon and you won't be able to replenish any stock during the race. It's hard to fly and shoot at the same time, and its even harder to fly with AB (afterburner) and shoot. What I usually end up doing is spending the first third of the race shooting at all the opponents in front of me while I collect and store up AB. Once I run out of Missiles and Rockets, if I'm in second place or worse I'll leave the Cannon selected (which always has infinite ammo) and I'll start concentrating on racing with the AB on. If I'm in first place, I'll leave the Counter rocket selected (which only fires automatically and to the rear). If you're skillful enough, sometimes you can destroy one or more of your opponents during the race, although most of the time if you score a hit it will only slightly slow them down. However, don't concentrate on weapons so much that your racing performance suffers.

Here's a catalog of all the courses in the game. Difficulty is rated from 1 to 10, with 10 being the most difficult.

Vologda Race Way

Location: Russia Length: 10.0 km. Difficulty: 1 AB Gates: 3 Health Gates: 2



Coniston Water

Location: England Length: 10.0 km. Difficulty: 2 AB Gates: 4 Health Gates: 2



August 2000

TIPS & TRICKS



Jensen Canyon

Location: USA
Length: 9.8 km.
Difficulty: 3
AB Gates: 2
Health Gates: 1



Mont Rouge Air Way

Location: France Length: 14.6 km. Difficulty: 5 AB Gates: 6 Health Gates: 3



The Cook Islands

Location: Pacific Ocean
Length: 11.6 km.
Difficulty: 3
AB Gates: 4
Health Gates: 1



Northern Lights

Location: Scotland Length: 14.1 km. Difficulty: 5 AB Gates: 5 Health Gates: 3



Elliot Creek

Location: Australia Length: 14.0 km. Difficulty: 4 AB Gates: 5 Health Gates: 2



Husavik Race Way

Location: Iceland Length: 12.9 km. Difficulty: 6 AB Gates: 4 Health Gates: 3



High Top Ridge

Location: South Africa Length: 16.9 km. Difficulty: 6 AB Gates: 5 Health Gates: 3



Kohn Lake Race Way

Location: Germany Length: 13.5 km. Difficulty: 10 AB Gates: 6 Health Gates: 3



CURLY MONSTERS INTERVIEW WITH ANDY SATTERTHWAITE

We got a chance to speak briefly with Andy Satterthwaite, director / manager / producer for Curly Monsters, the developers of NGEN Racing.



T&T: First, what projects have each of you worked on in the past? Were all of you on the Wipeout team?

Andy: Not quite. Nick Burcombe—our designer—was the designer of Wipeout and Wipeout XL; Lee Carus—one of our two artists—was the man responsible for the

intro movie to *Wipeout*, the front end and all of the original marketing and PR imagery. I was the producer of *Wipeout XL* and Chris Roberts (one of our two programmers) was the main programmer on *Wipeout XL*.

T&T: Were any of you involved with Wipeout 3? What is your opinion of that game compared to Wipeout XL?

Andy: We'd all left Psygnosis by the time Wipeout 3 started—we've only played the demo version—but like everyone else we were a little disappointed they didn't do more with it...[it's] very polished, but you need to do more for version three, really! I hoped they'd really do more with Wipeout Fusion, but the movies they showed at the Electronic Entertainment Expo were pretty much back to the spirit of the first one, so! guess we'll just have to wait and see if it's just the same thing again or not.



T&T: Where did the name Curly Monsters come from?

Andy: As usual, from a conversation in a bar. On old maps, they used to draw curly sea monsters in the areas they

hadn't explored yet; the name represented our leap into the unchartered territories of game development.

T&T: Whose concept was NGEN Racing? Was there something in particular that was the inspiration for NGEN?

Andy: The concept came from all of us; another drunken conversation, this time in Nick's kitchen. Nick and Lee were really into jet fighters; we knew we wanted to do a racing game with a twist...the idea of racing jet fighters came from that.

T&T: Other than memory limitations, what was the greatest challenge you had to deal with in developing this game?

Andy: Hard to say, but probably trying to get a balance between the Arcade handling and Pro handling. The game was originally designed with only the Pro handling, and that is by far the most satisfying way to play the game. But it does take quite a bit of practice to get used to, so we put in the arcade handling so people could have a quick fix. Unfortunately, it was so much easier that people didn't switch over to the Pro mode, so they were only getting a tiny portion of the feel of the game. Consequently, we put in a key extra feature in Pro mode: If you fly upside-down through gates (which you can only do in Pro mode), you get double the pick-up. You can get some fantastic lap times this way, because you get double the afterburner...and it makes for some very impressive replays, too.

T&T: What plans does Curly Monsters have for PlayStation2? (Perhaps a sequel?)

Andy: We will be developing a game for PS2, we're not confirming what it will be yet...but a sequel is certainly a possibility.

T&T: What are your favorite games?

Andy: We've got quite a wide variance in taste in the company. Quake (in all its iterations) is really popular, Chris likes things like Age of Empires etc., I'm playing Tony Hawk's Pro Skater at the moment and Neil Thompson can't get enough of pool.

T&T: What are some features that you would like to have implemented in NGEN Racing that didn't make it in?

Andy: I think we put in everything we could given the limitations of the PlayStation. However, if we do a sequel we'll think of lots of new stuff to go in (it won't just be better graphics and new tracks).

40

NGEN Racing



Red Dragon Valley

Location: China Length: 15.6 km. Difficulty: AB Gates: Health Gates: 3







Al Abraq Valley Location: Kuwait Length: 15.0 km.

Difficulty: AB Gates: 5 Health Gates: 3





Mendoza Race Way

Location: Argentina Length: 13.0 km. Difficulty: AB Gates: Health Gates: 3



Wajima Park

Location: Japan Length: 15.2 km. Difficulty: AB Gates: Health Gates: 4



NGEN MODE PROGRESSION TABLE

There are lots of things to unlock in NGEN Racing, so here's a table that shows you how to get everything.

Do this	To get this			
Obtain Trainer Permit	Unlock Trainer Chmps. Unlock Fighter Permit test			
Obtain Fighter Permit	Unlock Northern Lights, Elliot Creek in Club Race Unlock above courses plus Husavik Race Way in Time Trial Unlock Fighter Chmps. Unlock S-Fighter Permit test			
Obtain S-Fighter Permit	Unlock High Top Ridge, Kohn Lake Race Way, Red Dragon Valley in Club Race and Time Trial Unlock S-Fighter Chmps. Unlock X-Fighter Permit test			
Obtain X-Fighter Permit	Unlock Al Abraq Valley, Mendoza Race Way, Wajima Park in Club Race and Time Trial Unlock X-Fighter Chmps			
Place 1st in a Club Race	Unlock night (reverse) version of that course			
Place 3rd or better in all Trainer Chmps.	Unlock Trainer Majic-12			
Place 3rd or better in all Fighter Chmps.	Unlock Fighter Majic-12			
Place 3rd or better in all S-Fighter Chmps.	Unlock S-Fighter Majic-12			
Place 3rd or better in all X-Fighter Chmps.	Unlock X-Fighter Majic-12			
Place 1st in all Trainer Chmps.	Obtain MiG-AT (Trainer class)			
Place 1st in all Fighter Chmps.	Obtain F-117A Blackhawk Stealth (Fighter class)			
Place 1st in all S-Fighter Chmps.	Obtain F1-X (S-Fighter class)			
Place 1st in all X-Fighter Chmps.	Obtain SR-71 (X-Fighter class)			

AIRGRAFT MODIFICATIONS

Here are all the modifications that can be fitted to your aircraft. Remember, not all aircraft can be fitted with all parts. The "Abbreviated Name" is the terminology that I'll use in the "Aircraft Catalog" section of this strategy. All modifications are mutually exclusive. For example, if you buy "Engine Lv.1" and then buy "Engine Lv.2," the effect is the same as if you only bought "Engine Lv.2." To save money, I recommend only buying the highest level parts possible for your aircraft.

Modification Name	Abbreviated Name	Function
Engine Level 1	Engine Lv.1	
Engine Level 2	Engine Lv.2	4
Engine Level 3	Engine Lv.3	Increases top speed
RAM Jet Upgrade	Engine Lv.4	
SCRAM Jet Upgrade	Engine Lv.5	
Auto Thrust Vectoring	ATV	No speed loss while using yaw
AB Power Level 1	AB Lv.1	
AB Power Level 2	AB Lv.2	Increases afterburner thrust
AB Power Level 3	AB Lv.3	
AB Doubler	AB x2	Doubles the amount of afterburner obtained per gate
Aluminum Airframe	Airframe Lv.1	
Titanium Airframe	Airframe Lv.2	Increases resistance to attacks and collisions
Super Alloy Airframe	Airframe Lv.3	
Stealth Ability	Stealth	Prevents enemies from locking-on to your aircraft
Stage 1 Canards	Canards Lv.1	
Stage 2 Canards	Canards Lv.2	Increases maneuverability
Stage 3 Canards	Canards Lv.3	
Stage 1 Stabilizers	Stabilizers Lv.1	
Stage 2 Stabilizers	Stabilizers Lv.2	Increases low-altitude speed
Stage 3 Stabilizers	Stabilizers Lv.3	





RGRAFIT GATTALOS

Here's a list of all the aircraft in the game, organized by class. The modification parts that are available to all the aircraft in a given class will appear first. If any aircraft has additional possible modifications, they will appear next to that aircraft. Remember, aircraft ratings are only useful in comparison to other aircraft in the same class. This means that there is a big jump in performance between classes that is not reflected in the ratings numbers. Each of the four ratings ranges between 2 and 10. The "Overall" rating ranges between 21 and 40. The "Cost Including All Modifications" number is the price of the aircraft plus that of all of the highest level modifications available.

TRAINER CLASS AIRCRAFT

Available to All Trainer Aircraft:

Modification	Cost
Engine Lv.1	800,000 Cr.
Engine Lv.2	2,000,000 Cr.
Engine Lv.3	4,500,000 Cr.
AB Lv.1	1,000,000 Cr.
Airframe Lv.1	2,500,000 Cr.
Stabilizers Lv.1	800,000 Cr.
Stabilizers Lv.2	2,000,000 Cr.

AMX XS-Sport



Speed Acceleration Turn Rate Strength Overall

22

Additional Modifications Available:

Modification	Cost
AB Lv.2	2,500,000 Cr.
Airframe Lv.2	4,500,000 Cr.
Canards Lv.1	1.000.000 Cr.

Cost Including All Modifications: 23,000,000 Cr.

A4 Skyhawk Plus



Additional Modifications Available:

Canards Lv.1

Airframe Lv.2

Canards Lv.1

Canards Lv.2

Speed Acceleration Turn Rate Strength

Overall

Cost Including All Modifications: 21,500,000 Cr.

BAC Hawk AS-X



Speed Acceleration Turn Rate Strenath Overall

Additional Modifications Available:

Modification	Cost
Airframe Lv.2	4,500,000 Cr.
Canards Lv.1	1,000,000 Cr.
Canards Lv.2	2,500,000 Cr.

Cost Including All Modifications: 24,000,000 Cr.

J-6 Farmer SRM VI

2,500,000 Cr.

1,000,000 Cr.



Additional Modifications Available:

Speed Acceleration Turn Rate Strength Overall

27

Cost Including All Modifications: 23,500,000 Cr.

Su-25N Frogfoot VTR



Speed Acceleration Turn Rate Strength Overall

27

Additional Modifications Available:

AB Lv.2 2.500,000 Cr. Cost Including All Modifications: 21,500,000 Cr.

FIGHTER CLASS AIRCRAFT

Available to All Fighter Aircraft:

4,500,000 Cr.

1.000,000 Cr.

2,500,000 Cr.

Modification	Cost
Engine Lv.1	3,200,000 Cr.
Engine Lv.2	8,000,000 Cr.
Engine Lv.3	18,000,000 Cr.
Airframe Lv.1	10,000,000 Cr.
Airframe Lv.2	18,000,000 Cr.
Stabilizers Lv.1	3,200,000 Cr.

F5 Freedom Fighter MK.VII-B



Speed Acceleration Turn Rate Strength Overall

Additional Modifications Available

Modification	Cost			
Canards Lv.1	1,000,000 Cr.			
Canards Lv.2	2,500,000 Cr.			
Canards Ly 3	5 500 000 Cr			

Cost Including All Modifications: 27,500,000 Cr.

F-4E Phantom II Race Edition



Additional Modifications Available:

4,000,000 Cr. AB Lv.1 Canards Lv. 1 4 000 000 Cr Canards Lv.2 10,000,000 Cr.

Speed Acceleration Turn Rate Strength 23 Overall

> Cost Including All Modifications: 84,200,000 Cr.

Harrier T.MK5A AS-4



Additional Modifications Available: Airframe Lv.3

24,000,000 Cr. 4,000,000 Cr. Canards Lv.1 10,000,000 Cr. Canards Lv.2 Stabilizers Lv. 8,000,000 Cr. 18,000,000 Cr. Stabilizers Lv.3

Speed Acceleration Turn Rate Strength

27 Overall Cost Including All Modifications:

98,000,000 Cr.



F-1 R-Spec 4



Additional Modifications Available:				
Modification	Cost			
AB Lv.1	4,000,000 Cr.			
AB Lv.2	10,000,000 Cr.			
Canards Lv.1	4,000,000 Cr.			
Canards Lv.2	10,000,000 Cr.			
Stabilizers Lv.2	8,000,000 Cr.			
Stabilizers Lv.3	18,000,000 Cr.			

Speed Acceleration Turn Rate Strength Overall

> Cost Including All Modifications: 103,000,000 Cr.

A-10 Thunderbolt Strike Edition



Speed Acceleration Turn Rate Strength Overall

Additional Modifications Available:

Airframe Lv.3 24,000,000 Cr. 4,000,000 Cr. Canards Lv.1 Stabilizers Lv.2 8,000,000 Cr.

Cost Including All Modifications: 87,000,000 Cr.

Jaguar International Type B



Additional Modifications Available: 4,000,000 Cr. AB Lv.2 Canards Lv.1 10,000,000 Cr. 4,000,000 Cr. Canards Lv.2 10,000,000 Cr. Stabilizers Lv.2 Stabilizers Lv.3 8,000,000 Cr. 18,000,000 Cr.

Speed Acceleration Turn Rate Strength Overall

Cost Including All Modifications: 108,000,000 Cr.

Mirage 2000C Extra



Speed Acceleration Turn Rate Strength Overall

Additional Modifications Available:

Modification	Cost
AB Lv.1	4,000,000 Cr.
AB Lv.2	10,000,000 Cr.
Canards Lv.1	4,000,000 Cr.
Canards Lv.2	10,000,000 Cr.
Stabilizers Lv.2	8,000,000 Cr.

Cost Including All Modifications: 98,000,000 Cr.

J-35A Draken T-50



Speed Acceleration Turn Rate Strenath Overall

28

Additional Modifications Available: AB Lv.1 4,000,000 Cr. Cost Including All Modifications: 80,200,000 Cr.

F1-11 Aardvark



Speed Acceleration Turn Rate Strength Overall

25

Additional Modifications Available:

Modification	Cost
AB Lv.1	4,000,000 Cr.
AB Lv.2	10,000,000 Cr.
Canards Lv.1	4,000,000 Cr.
Canards Lv.2	10,000,000 Cr.
Stabilizers Lv.2	8,000,000 Cr.

Cost Including All Modifications: 102,000,000 Cr.

MiG-21 Fishbed



Additional Modifications Available:

AB Lv.1

Canards Lv.1

Canards Lv.2

Speed Acceleration Turn Rate Strength Overall



Cost Including All Modifications:

105,000,000 Cr.

JA-37 Viggen S-Type

Speed



4,000,000 Cr. 10,000,000 Cr.

Already Fitted 10,000,000 Cr. 8,000,000 Cr. 18,000,000 Cr.

AB Lv.1

AB Lv.2

Canards Lv.1

Canards Lv.2

Stabilizers Lv.2

Stabilizers Lv.3

Acceleratio Turn Rate Strength Overall

	_	_	_	_	
n					8
				T	
	29				

Cost Including All Modifications: 115,000,000 Cr.

S-FIGHTER CLASS AIRCRAFT

4,000,000 Cr.

4.000,000 Cr.

10,000,000 Cr.

10,000,000 Cr.

8,000,000 Cr.

Available to All 3-righter Aircraft:					
Modification	Cost	Modification	Cost		
Engine Lv.1	8,000,000 Cr.	Airframe Lv.1	25,000,000 Cr.		
Engine Lv.2	20,000,000 Cr.	Airframe Lv.2	45,000,000 Cr.		
Engine Lv.3	45,000,000 Cr.	Airframe Lv.3	60,000,000 Cr.		
Engine Lv.4	80,000,000 Cr.	Stealth	80,000,000 Cr.		
Engine Lv.5	150,000,000 Cr.	Canards Lv.1	10,000,000 Cr.		
ATV	150,000,000 Cr.	Canards Lv.2	25,000,000 Cr.		
AB Lv.1	10,000,000 Cr.	Canards Lv.3	55,000,000 Cr.		
AB Lv.2	25,000,000 Cr.	Stabilizers Lv.1	8,000,000 Cr.		
AB Lv.3	55,000,000 Cr.	Stabilizers Lv.2	20,000,000 Cr.		
AB x2	200,000,000 Cr.	Stabilizers Lv.3	45,000,000 Cr.		

JAS-39 Gripen Super-Stream



Speed Acceleration Turn Rate Strength Overall

21

Additional Modifications Available:

Modification	Cost
Canards Lv.1	Already Fitted
Canards Lv.2	20,000,000 Cr.
Canards Lv.3	50,000,000 Cr.

Cost Including All Modifications: 878,000,000 Cr.

ADV Tornado 'Spiked' Edition



Speed Acceleration Turn Rate Strength Overall

25

889,000,000 Cr.

Cost Including All Modifications:

Rafale l'edition Sportif

Speed



Acceleration Turn Rate Strength Overall

Additional Modifications Available:					
Modification Cost					
Canards Lv.1	Already Fitted				
Canards Lv.2	20,000,000 Cr.				
Canards Lv.3	50 000 000 Cr				



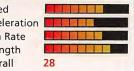
Cost Including All Modifications: 884,000,000 Cr.



EF2000 Typhoon V



Speed Acceleration Turn Rate Strength Overall



Additional Modifications Available: Canards Lv.1 Already Fitted 20,000,000 Cr. 50,000,000 Cr. Canards Lv.2

Canards Lv.3

Cost Including All Modifications: 890,000,000 Cr.

F-18 Hornet SE



Speed Acceleration Turn Rate Strength Overall



Cost Including All Modifications: 897,000,000 Cr.

F-14 Tomcat RB6



Speed Acceleration Turn Rate Strength Overall

Cost Including All Modifications:

901,000,000 Cr.

F-15 Eagle Soarer Edition



Speed Acceleration Turn Rate Strength Overall

Cost Including All Modifications:

901,000,000 Cr.

Mig-29 Fulcrum AML-IV



Speed Acceleration Turn Rate Strength Overall

903,000,000 Cr.

Cost Including All Modifications:

Mig-25 Foxbat-D



Speed Acceleration Turn Rate Strength Overall

Cost Including All Modifications:

907,000,000 Cr.

SU-27 Flanker Cobra Edition



Speed Acceleration Turn Rate Strength Overall

26 913,000,000 Cr.

Cost Including All Modifications:

F-16 Sports Falcon



Speed Acceleration Turn Rate Strength Overall

33

Cost Including All Modifications: 919,000,000 Cr.

H-FIGHTER CLASS AIRCRAFT

Available to All X-Fighter Aircraft:

Modification	Cost
Engine Lv.1	16,000,000 Cr.
Engine Lv.2	40,000,000 Cr.
Engine Lv.3	90,000,000 Cr.
Engine Lv.4	160,000,000 Cr.
Engine Lv.5	300,000,000 Cr.
AB Lv.1	20,000,000 Cr.
AB Lv.2	50,000,000 Cr.
AB Lv.3	110,000,000 Cr.
Airframe Lv.1	50,000,000 Cr.
Airframe Lv.2	90,000,000 Cr.
Airframe Lv.3	120,000,000 Cr.

Su-37 Defence Flanker



Additional Modifications Available: 300,000,000 Cr. ATV Stealth Canards Lv.1

160,000,000 Cr. Already Fitted 40,000,000 Cr. 100,000,000 Cr. 16,000,000 Cr. 40,000,000 Cr. Canards Lv.2 Canards Lv.3 Stabilizers Lv.1 Stabilizers Lv.2 Stabilizers Lv.3

Speed Acceleration Turn Rate Strength Overall

Cost Including All Modifications:

1,775,000,000 Cr.

F-15 R-XL Sport Active



Additional Modifications Available: ATV 300,000,000 Cr. Stealth 160,000,000 Cr. Canards Lv.1 Already Fitted Canards Lv.2 40,000,000 Cr. 100,000,000 Cr. Canards Lv.3 16,000,000 Cr. Stabilizers Lv.1 40,000,000 Cr. 90,000,000 Cr. Stabilizers Lv.2 Stabilizers Lv.3

Speed Acceleration Turn Rate Strenath Overall



Cost Including All Modifications: 1,380,000,000 Cr.

S-37 Berkut Xtra



Additional Modifications Available: 300,000,000 Cr. ATV 160,000,000 Cr. Stealth Already Fitted 40,000,000 Cr. Canards Lv.1 Canards Lv.2 Canards Lv.3 100,000,000 Cr. Stabilizers Lv.1 16,000,000 Cr. 40,000,000 Cr Stabilizers Lv.2

Stabilizers Lv.3

Speed Acceleration Turn Rate Strength Overall

30 Cost Including

All Modifications: 1,385,000,000 Cr.

90,000,000 Cr



ΔTV/

Stealth

Canards Lv.1

Canards Lv.2

Canards Lv.3

Stabilizers Lv.1 Stabilizers Lv.2

X-31 EFM



Stealth

Stabilizers Lv.1

Stabilizers Lv.2

Stabilizers Lv.3

Speed Acceleration Turn Rate Strength Overall

Additional Modifications Available: Already Fitted 160,000,000 Cr. 16,000,000 Cr. 40,000,000 Cr.

90,000,000 Cr.

Cost Including All Modifications: 985,000,000 Cr.

X-29A Xtreme Edition



Already Fitted 160,000,000 Cr.

Already Fitted 40,000,000 Cr.

100,000,000 Cr.

16,000,000 Cr. 40,000,000 Cr.

90,000,000 Cr

Speed Acceleration Turn Rate Strength Overall

23

Cost Including All Modifications: 1,087,000,000 Cr.

F-16 R-XL Edition



Speed Acceleration Turn Rate Strenath Overall

28

Additional Modifications Available:

160,000,000 Cr. Stealth

Cost Including All Modifications: 900,000,000 Cr.

JSF Joint Strike Fighter Model-B



Speed Acceleration Turn Rate Strength Overall

300,000,000 Cr. AB x2 Stealth 400,000,000 Cr. 160,000,000 Cr. Cost Including All Modifications: 1,605,000,000 Cr.

ADF-22 Rapier NAR-11



Additional Modifications Available: Already Fitted AB x2 Stealth 400,000,000 Cr Already Fitted Stabilizers Lv.1 16,000,000 Cr. 40,000,000 Cr.

Stabilizers Lv.2

Speed Acceleration | Turn Rate Strength Overall

30 Cost Including All Modifications: 1,240,000,000 Cr.

X-36 Mantaray 500



Speed Acceleration Turn Rate Strength Overall

Additional Modifications Available ATV Already Fitted Stealth Already Fitted

Cost Including All Modifications: 770,000,000 Cr.

The following aircraft can't be purchased, modified or sold. You can only obtain them by completing championships.

HiMAT V-Spec Speed



Acceleration Turn Rate Strength Overall

33

ATV Already Fitted Cost Including All Modifications: 775,000,000 Cr.

MiG-AT (Trainer Class)



Speed Acceleration | Turn Rate Strength Overall

40

Fitted Modifications:

Engine Lv.4, AB Lv.3, Airframe Lv.3, Canards Lv.3, Stabilizers Lv.3

17A Darkhawk Stealth (Fighter Class)



Speed Acceleration Turn Rate Strength Overall



Fitted Modifications:

Engine Lv.4, AB Lv.3, Airframe Lv.3, Stealth, Canards Lv.3, Stabilizers Lv.3

F1-X (S-Fighter Class)



Speed Acceleration Turn Rate Strength Overall



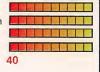
Fitted Modifications:

Engine Lv.5, ATV, AB Lv.3, Airframe Lv.3, Canards Lv.3, Stabilizers Lv.3

SR-71 (X-Fighter Class)



Speed Acceleration Turn Rate Strength Overall



Engine Lv.5, ATV, AB Lv.3, Airframe Lv.3, Canards Lv.3, Stabilizers Lv.3

44



CHECKUSTA 副省

Use the following checklists to keep track of which races you've earned 1st place on.

CHAMPIONSHIP CHECHLIST

Trainer Class Championships (3 Races, 3 Laps each)

1st Prize: 12,000,000 Cr.

☐ Frederick Beyer Shield

☐ Athol-Brose Bowl

Fighter Class Championships (4 Races, 5 Laps each)

1st Prize: 25,000,000 Cr.

☐ Layfield & Brent Trophy

☐ Caloris Cross

S-Fighter Class Championships

(4 Races, 7 Laps each) 1st Prize: 75,000,000 Cr.

☐ Apex Eagle

☐ Macron Trophy

Slipstream Trophy

X-Fighter Class Championships

(5 Races, 9 Laps each) 1st Prize: 250,000,000 Cr.

☐ Comex Globe

□ Contor Trophy

☐ SunStorm Medal

X-Fighter Class **Endurance Championships**

(14 Races, 9 Laps each) 1st Prize: 1,000,000,000 Cr.

☐ Ammachi BlackStar

Massell DiamondStar

LUB RACE

You can complete a Club Race with any class aircraft you want and it will still count. However, you'll get greater rewards for using a faster class:

Class	1st Prize
Trainer	4,000,000 Cr.
Fighter	10,000,000 Cr.
S-Fighter	20,000,000 Cr.
Y-Fighter	50,000,000,Cr

Club Race Checklist

- ☐ Vologda Race Way
- ☐ Coniston Water
- ☐ Jensen Canyon
- ☐ Mont Rouge Air Way ☐ The Cook Islands
- □ Northern Lights
- ☐ Elliot Creek
- ☐ Husavik Race Way
- ☐ High Top Ridge
- ☐ Kohn Lake Race Way
- ☐ Red Dragon Valley
- ☐ Al Abraq Valley
- ☐ Mendoza Race Way
- □ Wajima Park

- ☐ Vologda Race Way (Night)
- ☐ Coniston Water (Night) ☐ Jensen Canyon (Night)
- ☐ Mont Rouge Air Way (Night)
- ☐ The Cook Islands (Night)
- □ Northern Lights (Night)
- ☐ Elliot Creek (Night)
- ☐ Husavik Race Way (Night)
- ☐ High Top Ridge (Night)
- ☐ Kohn Lake Race Way (Night) ☐ Red Dragon Valley (Night)
- ☐ Al Abraq Valley (Night)
- ☐ Mendoza Race Way (Night)
- ☐ Wajima Park (Night)

You can earn some quick cash with the Majic-12 races. These are basically just like the license tests from Gran Turismo. You have to complete one lap of a course with an assigned aircraft, and you'll earn a certain amount of money based on by how many seconds you beat the target time by. The higher class races aren't necessarily more difficult though. Some of the toughest Majic-12s are those in the Trainer and Fighter classes.

Majic-12 Checklist

The number in parentheses denotes the target time in seconds.

- ☐ Vologda Race Way (37)
- ☐ Coniston Water (36)
- ☐ Jensen Canyon (37)
- ☐ Mont Rouge Air Way (51)
- ☐ The Cook Islands (43)
- ☐ Northern Lights (54) ☐ Elliot Creek (49)
- ☐ Husavik Race Way (49)
- ☐ High Top Ridge (63)
- ☐ Kohn Lake Race Way (49)
- ☐ Red Dragon Valley (60)
- ☐ Al Abrag Valley (54) ☐ Mendoza Race Way (45)
- ☐ Wajima Park (59)

Fighter Class

- ☐ Vologda Race Way (25)
- ☐ Coniston Water (25)
- ☐ Jensen Canyon (25)
- ☐ Mont Rouge Air Way (38)
- ☐ The Cook Islands (26)
- ☐ Northern Lights (39)
- ☐ Elliot Creek (36)
- ☐ Husavik Race Way (37)
- ☐ High Top Ridge (43)
- ☐ Kohn Lake Race Way (38)
- ☐ Red Dragon Valley (39) ☐ Al Abraq Valley (37)
- ☐ Mendoza Race Way (31) ☐ Wajima Park (39)

S-Fighter Class

Class

- □ Vologda Race Way (21)
- ☐ Coniston Water (21)
- ☐ Jensen Canyon (23)
- ☐ Mont Rouge Air Way (33)
- ☐ The Cook Islands (24)
- ☐ Northern Lights (35)
- ☐ Elliot Creek (32)
- ☐ Husavik Race Way (29)
- ☐ High Top Ridge (39)
- ☐ Kohn Lake Race Way (33)
- ☐ Red Dragon Valley (36) ☐ Al Abraq Valley (34)

TIPS & TRICKS

☐ Mendoza Race Way (28) □ Wajima Park (41)

Cash Bonus

Trainer Time difference (sec.) x 5,000,000 Cr. Time difference (sec.) x 10,000,000 Cr. Fighter

Time difference (sec.) x 25,000,000 Cr. S-Fighter Time difference (sec.) x 50,000,000 Cr. X-Fighter

X-Fighter Class

- ☐ Vologda Race Way (18)
- ☐ Coniston Water (18)
- ☐ Jensen Canyon (19)
- ☐ Mont Rouge Air Way (29)
- ☐ The Cook Islands (21)
- ☐ Northern Lights (28)
- ☐ Elliot Creek (26)
- ☐ Husavik Race Way (27)
- ☐ High Top Ridge (36)
- ☐ Kohn Lake Race Way (31)
- ☐ Red Dragon Valley (31) ☐ Al Abraq Valley (32)
- ☐ Mendoza Race Way (26)
- ☐ Wajima Park (31)



by Ara Shirinian

SNK's beautifully detailed Metal Slug 3 features lots of new vehicles and a new twist: multiple paths in each mission. You'll find maps of the entire game in the pages that follow! Even if vou've already finished the game, you probably haven't seen every-

eapon Items



o.Geo strateg

Heavy Machine Gun

Initial Stock: 200

This is a semi-automatic weapon that fires rapidly and even has a little spread effect.





Rocket Launcher

Initial Stock: 30

The Rocket Launcher fires off large semi-homing rockets. They aren't very



useful considering the slow firing rate and the small stock of ammunition it comes with.



Shotgun

Initial Stock: 30

The Shotgun is the most powerful weapon in the game, but it has an

thing, so read on!



extremely short range and the slowest firing rate of all.



Super Grenade Initial Stock: 20

You can't fire this weapon rapidly, but it's very powerful. More than one enemy can be damaged by its upward



napalming property upon impact.



Laser Shot

Initial Stock: 200

The Laser is pretty powerful, plus it pierces through some enemies.





Iron Lizard Initial Stock: 30

This is a strange weapon. Its projectiles will crawl along the ground and travel over any obstacle. Practically useless if you want to shoot at things



above you.



Enemy Chaser

Initial Stock: 40

This weapon looks like an ordinary missile, but it has homing capability. It's slightly less powerful than the



rocket launcher and you can fire it off rapidly.



Flame Shot

This one is really effective against any non-machine type enemies. It's a



wide shot but it has a slow firing rate as well.



Drop Shot

Initial Stock: 20

Another weird weapon. These take the form of little metallic droplets that bounce around. Its difficult to aim them since they move so unpredictably. The advantage is that the droplets don't explode and they'll



inflict continuous damage as they come in contact with enemies.



Some of the weapons have "big" versions that may appear. These are distinguished by a bulging letter on the item's icon. They're similar to the standard version of each weapon, but they're more powerful. For example, the Big Laser weapon fires an extra-wide beam.







Miscellaneous Items



Thunder Cloud

This is a semi-automatic weapon that fires rapidly and even has a little spread effect.



Orbital Satellite

This item only appears in the Final Mission. It rapidly fires shots aimed toward the enemy.



Bullet Item

This increases your ammo if you're carrying a weapon.



Bomb Item

This increases the stock of your bombs by 10.



Anti-Zombie, Anti-Mummy, Diet

These items will return you to a normal state if you've turned into a zombie or mummy or if you've become fat. If you collect them when you're already normal, you'll get 1,000 points.

Vehicle Items

These items only do something if you collect them while in a vehicle.



lattery Gas

These items increase the health of your vehicle.



Armor Piercing

This is a more powerful weapon for your vehicle.



Eiro Chili

If you are riding the Elephant Slug, this item will make it breathe fire.





0~50,000 Points

Other than the weapons, there's a wide array of goofy items you can pick up for extra points. These range from teddy bears to food to cats; they all give varying point values. Sometimes the same item will be worth a different amount of points depending on where you find it. Also, some food type items will spoil instead of disappearing if they're on the screen for too long. Spoiled food is usually worth only about 10 points, while regular food is usually about 100-500 points. The only unique point item is the Coin. If you collect it by itself, it's only worth 10 points, but if you pick up a group of Coins at the same time, its point value doubles with each one you pick up.

If you collect too many food-type items consecutively, you'll become



fat! Although it will be easier for the enemy to hit you, most weapons are powered-up while your character is in the fat state. For example, the Heavy Machine Gun's bullets will become round and its spreading effect will be exaggerated.



Busis Compilery Strategy

Even though you have four different characters to choose from, it doesn't make any difference at all which one you select. All of them move and attack in the same way. The key to a high score in *Metal Slug 3* is to play conservatively and to make progress carefully. There is a time limit, but it expires so slowly that you can practically ignore it. Don't rush forward; stay back and allow space for you to dodge. On the other hand, you'll get more points if you attack close-up instead of from far away...but it's not worth losing a life over! You'll obtain the greatest amounts of points if you can complete a mission without dying. This is because you'll obtain huge point bonuses if you finish a stage having recaptured prisoners that you've found. If you die even once, you'll lose all the prisoners you've recaptured up to that point. Another good way to get points is to uncover secret places in the background that you can shoot at. You can find these secret spots by shooting into the air. If your bullets stop before leaving the screen, continue to shoot in that direction and you'll see a secret item or prisoner appear! These secret locations are usually located near the top of the screen, in places where the player normally wouldn't shoot at by accident. On the maps, some of these points are marked by a star.





Secret Target



Point of Interest

Meeton 1









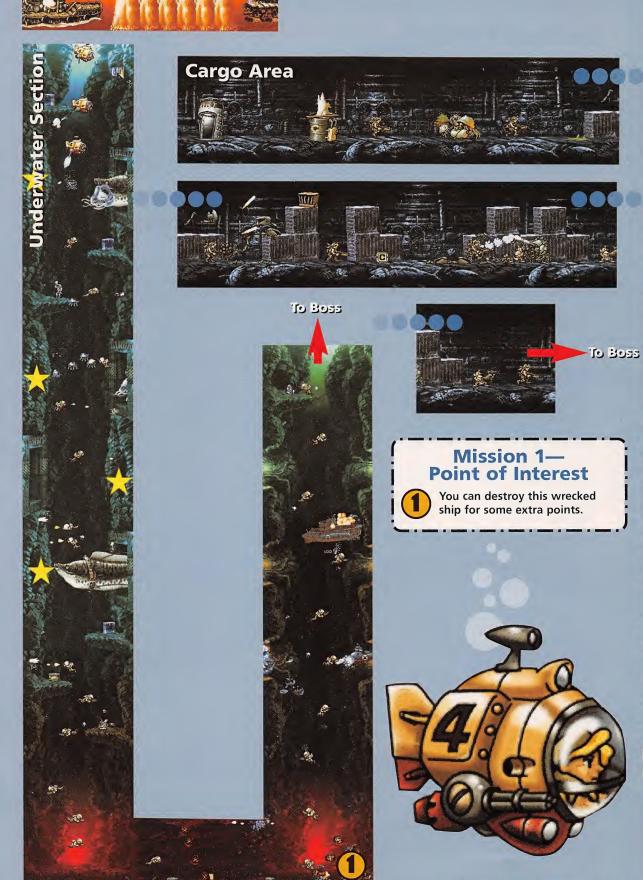
To Underwater Section







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August 2000

TIPS & TRICKS

Metal Slug 3

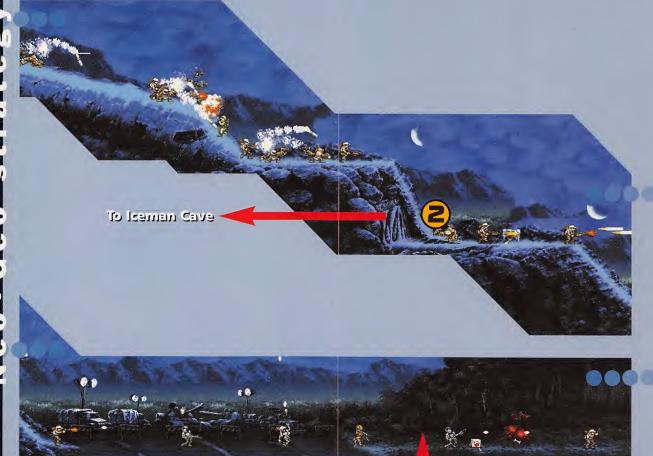












August 2000

TIPS & TRICKS

From Isaman Cave









Mission 2—Points of Interest



To get to the two prisoners and the president here, hold the joystick Down and Right to crawl and take the lower path.



To reveal the hidden route, shoot the blocked cave with the words "Iceman" above it. If you wait for about three seconds before going into the cave, two prisoners will appear.



Shoot the ice at the end of the cave to release the Elephant



The zombie soldiers here are a pain to destroy. It's easier if you just jump over them!

Overview

Sky Base Factory



Sea Pipe



Metal Slug 3

















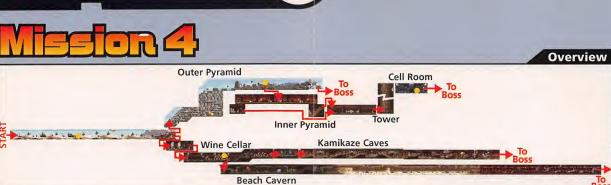






Metal Slug 3















To Beach Cavern























Neo-Geo strateg





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Mission 4—Points of Interest

- Destroy this bunker to reveal a special prisoner.
 After you rescue him, he'll fight alongside you!
- These cranks open the warp gates that lead to the alternate routes. To operate them, stand just to the left of the crank and face toward the right. If you're in the correct position, your character will manipulate the crank when you press the fire button instead of shooting.
- Here you must collect Cells and drop them in the machine before you can continue. If you have a Cell, you character will automatically throw it in the machine when you walk up to it.









TIPS & TRICKS

August 2000

Overview

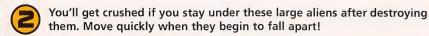




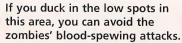


Final Mission—Points of Interest

To get close enough to shoot at the secret target in the upper right of this area, you must walk on top of the structure before you destroy it.









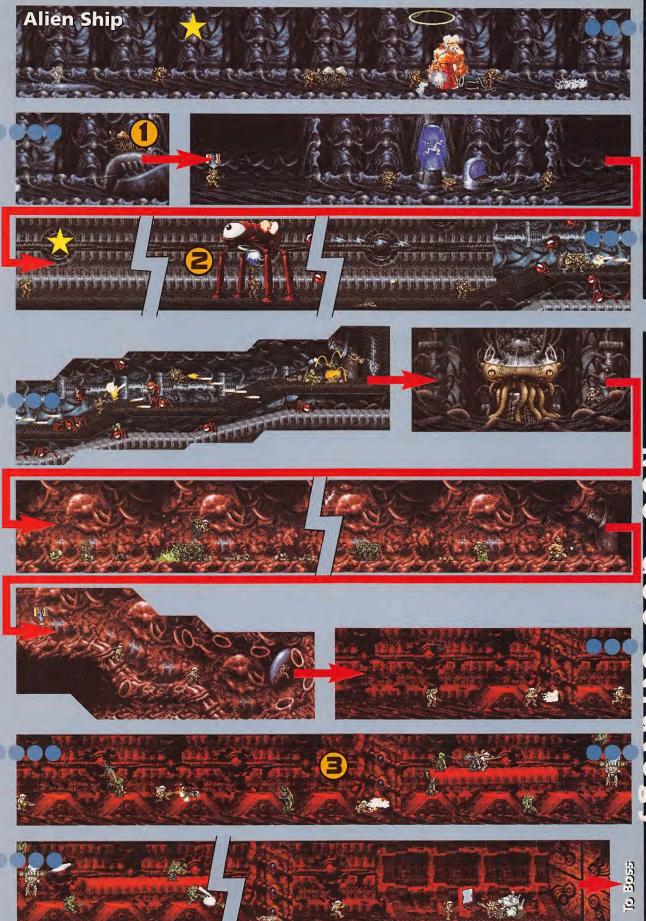












Select Games



ELECT Hey, you-listen up! This isn't your typical

"review/preview" section. The purpose of Select Games is to show you a bunch of games that are out there-or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after

we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



VVasch for ist

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout

for a possible American release sometime in the near future!

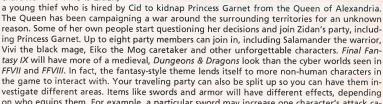


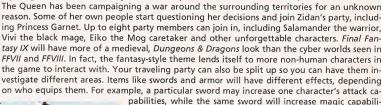
FINAL FANTASY IX



There was wide speculation that Final Fantasy VIII would be the last Final Fantasy game on the PlayStation and that the next installment would appear on the PlayStation2. Apparently, Square believes that the regular PlayStation is still a very viable platform for Final Fantasy IX. Final Fantasy IX brings back a lot of the pre-Final Fantasy VII elements that made the series so popular in Japan. It also brings back the classic art and design of Yoshitaka Amano, who has been curi-

ously absent since the Final Fantasy series moved to the PlayStation. The tall, adultlooking characters of FFVIII are gone, replaced by the short, stubby characters of the earlier games. Our lead character this time is Zidan,





pabilities, while the same sword will increase magic capabilities when equipped by a different character. Several minigames are returning and there will be a new card battle game. Another interesting new feature is the MogNet message sending system. Mogs can be found scattered throughout the game's world and can be used to send messages from one Mog to another on the other side of the world. As with any Final Fantasy title, Square has been tight-lipped about the details of the game, but you can be sure we'll have more info as its Fall release gets closer, so stay tuned!

















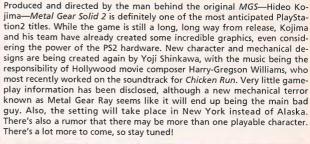


METAL GEAR SOLID 2: SONS OF LIBERTY

Konami • Possible in 2001 • 1 Player

















DINO CRISIS 2

Capcom • October • 1 Player

Regina rocked Dr. Kirk's world by ruining his Third Energy dinosaur experiments and sending him to prison in *Dino Crisis*. Her work is far from over, as the government—now in possession of Kirk's research—makes the same mistake! *Dino Crisis* 2 pairs up Regina with Dylan, a tough guy with a brute-force attitude. Much of the game will take place outside, in the lush jungles where the dinosaurs roam free. The sequel has more of an arcade feel than the horror/adventure experience of the first *Dino Crisis*. Players will earn credit points for defeating dinosaurs and use them to purchase more weapons, healing items and ammunition. You can switch between Regina and Dylan at various points to experience the game as different characters as you progress. Rather than just fighting one dinosaur at a time, dinosaurs will come after you in waves—so get ready to reload quickly! There



will even be underwater levels where you'll have to battle amphibious creatures. Dino Crisis 2 promises to be an even faster-paced game than its predecessor.











RESIDENT EVIL ZERO

Capcom • Winter • 1 Player



After being second-in-line to many PlayStation games over the years, Nintendo fans can now delight in the fact that—for the first time—an original Resident Evil title will make its first appearance on the N64! Resident Evil Zero is actually a prequel to the first Resident Evil game (thus the word "Zero" in its title). The game takes place one day before the now-infamous events at the old mansion. Rebecca Chambers is sent along with five other S.T.A.R.S. members to investigate a series of strange murders that occurred in the Aklay Mountains, just outside of Raccoon City. They find an abandoned wagon and train as they split up the team to investigate. Rebecca enters the train with teammate Billy Coen and the horrors begin!

There are some notable differences in the game's system when compared to the other Resident Evil games. A new "zap system" allows players to switch between Rebecca and Billy during the game. Items can be dropped on the floor and retrieved later; that means no more looking for storage crates! The map system will allow you to see where the items you dropped are located. If



you played the N64 version of Resident Evil 2, you may have come across a file on top of Rebecca's desk that talks about the disappearance of Billy Coen in the Aklay Mountains. Will Billy get murdered on the Zombie Express? We'll soon find out this holiday season!





EVIL DEAD: HAIL TO THE KING







Things haven't been the same for Ash ever since the Necronomicon-or "Book of the Dead"—was read aloud in a small isolated cabin in the woods. Based on

the Evil Dead trilogy by cult movie director Sam Raimi, the game Evil Dead: Hail to the King takes place eight years after the third movie, Evil Dead: Army of Darkness, ends. Ash is once again drawn back into the dark cabin in the middle of the woods



where it all started to face the never-ending evil. With the chainsaw still strapped to his arm, Ash can also carry other weapons like the shotgun, rifle and an axe. The game will feature familiar locations from the three movies and new, exclusive areas to explore. Over twenty forms of evil creatures-including skeletons, the undead and even Evil Ash—will try to disrupt your home protection. Bruce Campbell, the actor who played Ash in the movies, does the voice-overs in the game. A PlayStation version of Evil Dead: Hail to the King will also be released around the same time as the Dreamcast version.



CHRONO CROSS



Chrono Trigger is widely regarded as one of the classic role-playing games for the Super NES. Although it has been in release in Japan for some time already, this long-awaited PlayStation sequel is finally coming to the U.S.! The character designs are by the famous anime artist Nobuteru Yuukithe character designer of the original CT was Akira Toriyama of Dragon Ball fame—and the soundtrack is once again composed by the incomparable Yasunori Mitsuda. Although the looks have been updated to today's standards, it still shares many qualities that made the original Chrono Trig-

ger such a great game. Chrono Cross takes place in the same universe as CT, but instead of time travel, the main feature in this game is traveling between alternate realities. You might even encounter some old familiar characters if you look carefully enough! As is traditional with the series, there are a number of nonlinear paths and multiple endings. The battle system is fresh and interesting, and—thankfully—the resource management isn't as much of a burden to deal with as it was in Final Fantasy VIII. The unique "Element" system

takes the place of standard items or magic spells. There aren't even experience points or levels to gain! Your characters' statistics do increase after some battles, but there is no point total to keep track of your progress in this regard. It's weird, but any change at all from the typical RPG format is more than welcome for us. Look for a Chrono Cross strategy in an upcoming issue!











MEGA MAN 64



For years, rumors have been flying around regarding a Mega Man game for the N64. Just when everyone was ready to laugh the whole idea off, Capcom announces Mega Man 64! The game is actually an enhanced version of the PlayStation game Mega Man Legends. The analog joystick of the N64 should really fit well with the free-roaming-style of gameplay and the rumble pack will also be supported for added thrill. The playing fields have also

teraction and the enemy placement has also been changed. More Time Attack Events will also be available than

in the PlayStation version. Although the game is in 3-D, all of the traditional Mega Man elements from the 2-D days remain: the shoot-'em-up action, secret items, multiple powerups and gigantic bosses. Mega Man will also be able to go shopping, listen to CDs at a music store, go rollerblading, play mini-games at a game show and a whole lot more. The PlayStation game was a big hit in this office a couple of years ago, and we don't see why Mega Man 64 should disappoint either!



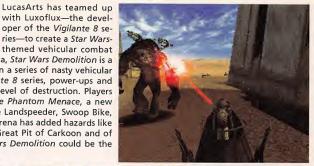




STAR WARS DEMOLITION

LucasArts • Fall • 1-2 Players

themed vehicular combat game! Set between *The Empire Strikes Back* and the *Return* of the *Jedi* era, *Star Wars Demolition* is a contest organized by crime boss Jabba the Hutt, where players engage in a series of nasty vehicular destruction to see who will be the last man standing. Like the *Vigilante 8* series, power-ups and weapons will be scattered throughout the arena to help enhance the level of destruction. Players can choose to play as the ever-popular Boba Fett, Aurra Sing from *The Phantom Menace*, a new character called Wade Vox and others. Some of the vehicles include the Landspeeder, Swoop Bike, STAP and even a giant Rancor beast equipped with blast cannons! Each arena has added hazards like the AT-ATs patrolling the Rebel base of Hoth, the Sarlac beasts in the Great Pit of Carkoon and of course the Death Star with its laser-equipped Imperial Troops. *Star Wars Demolition* could be the craziest *Star Wars* video game in years!

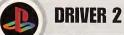












Infogrames • Winter • 1-2 Players





Last year, Driver was such a huge-selling game that a sequel was inevitable. The developer, Reflections, could easily whip out a sequel with a few additions and rake in the dough. Fortunately, it seems like they're not content to rest on their laurels, as Driver 2 will include quite a few gameplay additions. First, there will be 40 new missions that take place in four totally new cities: Chicago, Las Vegas, Havana and Rio de Janeiro. Second, the city environments will be more realistic, with more complex road shapes and curves. Perhaps the biggest new feature will be the ability of the player to actually step out of the car to perform certain actions or to find another car to get into. Of course. you'll also find all-new cars to drive, including old Chevy and Mercedes models.





SMUGGLER'S RUN

Rockstar • Fall • 1-4 Players





Planned for release during the launch of the PlayStation2, Rock-

star's Smuggler's Run is another racing game with an illegal theme. Players must attempt to smuggle contraband across borders as they are being chased by police, the border patrol and the CIA. Smuggler's Run has huge open environments, each with

over 100 square miles of terrain, to dodge and escape the law. Computer-controlled players will act as rival smugglers or even as back-up to try to distract any interceptors. Fifteen types of modified trucks and cars will be at your disposal to race over various terrains such as an arid desert, icy tundra, rocky mountains or a dense jungle. Your teammates can be commanded to coordinate a smooth operation, giving the game an added strategical focus. Each mission has a different contraband to smuggle, whether it be guns, microchips, artifacts, plutonium or counterfeiting plates. Breaking the law, breaking the law!











Select Games





VALKYRIE PROFILE

nix • Fall • 1 Player



mythology motif, Valkyrie Profile integrates the destinies of divine and mortal beings in a holy war moments before "Ragnarok," the end of the cosmos. The Norse God Lord Odin dispatches the Battle-Maiden Valkyrie to Midgard, the land of the mortals, to recruit and train "Einherjar" (the souls of departed humans) to join the god's battle in Asgard. In the 3-D environment above Midgard, Valkyrie can use her Spiritual Concentration skill to discover new towns, dungeons and the locations of humans near death. When she descends into towns, various stories of betrayal, suicide and other tales of woe unfold that all culminate in a new recruit for the holy war. However, the newly departed Einherjar are not ready for spiritual warfare

immediately after their deaths, so Valkyrie must take them into battle in Midgard to gain experience points and skills that will improve their chances for success in Asgard. When Valkyrie chooses to engage in battle, it opens a unique system where she and the Einherjar can use combos in tandem, time counterattacks and charge beautifully elabo-

rate Special Attacks. Valkyrie Profile is unlike other RPGs in that once you build up strong characters, you must give them up for the holy war. It's not possible to win the game without giving the gods capable Einherjar; time progresses at the same rate in Asgard and Midgard, making it unwise to hoard your capable warriors. Valkyrie Profile's unique storyline and gameplay gives the role-playing genre a unique twist that places the burden of decision on the player...which makes sense, since Valkyrie is one of the goddesses who govern destiny.

Valkyrie Profile is an action/RPG by Enix, the company behind the successful Dragon Warrior role-playing series. Using a Norse mortal beings in a holy war



Press Start button to begin





INCREDIBLE CRISIS

Titus • September • 1 Player

The really incredible thing about *Incredible Crisis* is that we *never* thought this game would ever be released in North Americal The wacky Japanese "salaryman" theme seems way too obscure for American tastes, but Titus is taking a chance and we salute them, because this is probably the funniest game to ever grace the PlayStation. Basically, *Incredible Crisis* is about a very bad day at the office where every possible thing can go wrong. The day starts with a giant wrecking ball smashing through the window as our unlikely salary hero, Taneo, runs for his life like *Crash Bandicoot!* Next, he gets on the elevator and the cable snaps as he tries to apply the emergency brakes to prevent a fatal freefall. The game is a series of hilarious mini-games that range from "Stretcher De Go!" (a spoof of

Taito's Densha De Gol), where Taneo rides a stretcher down a busy street, to "Independence Bay" (a spoof on the movie Independence Day), where he must shoot down aliens from a giant UFO. The games are actually pretty challenging and require a certain amount of skill, but when you com-











plete each stage you can "rent" them out of a video store to replay them as often as you like. Incredible Crisis is like a crazy Japanese game show; we can't get enough of it!



TIMESPLITTERS

Eidos • Fall • 1-4 Players

Timesplitters is a PlayStation2 game that's being developed by former members of Rare's GoldenEye 007 team, who split off and made their own company, Free Radical Design. Got your attention yet? Timesplitters is a firstperson action shooter that sends you through different decades-from the mob-infested 1930s, where tommy guns rule the streets, to the future in 2035, where high tech weapons are the name of the game. One of the most interesting stages is the '70s level where players look like actors from the old cop shows with huge hair and massive sideburns. The game is made to focus more on the multiplayer aspects of first-person shooters, rather than the mission based operations seen in GoldenEye. There will be numerous gameplay scenarios such as capture-the-bag, deathmatch, escort and last man standing. A very intuitive level editor will also be included so you can create your own halls of death with your friends. Timesplitters is one of the most impressive looking PlayStation2 game we've seen yet. The beautiful lighting, high frame rate, hilarious character design and the pure blast-fest frenzy put this near the top of our list of most wanted PlayStation2 games this year!















JET GRIND RADIO





Jet Grind Radio is another one of those "illegal fantasy" games—in this one, you rollerblade around the city of Tokyo, spray paint graffiti and run from the cops! The eye-catching design of Jet Grind Radio has a semi-2-D-mixed-with-3-D look, kind of like Parappa the Rapper. In fact, the same kind of look can also be



seen Sonic Shuffle, the new Sonic party game also coming out for the Dreamcast. Not only do you have to run from the law in this game, but you have to "tag" as many areas as you can while competing against rival graffiti artists throughout the city. The playable environments are absolutely gigantic; you can pretty much go wherever your eyes can see. Players can also do flips, grinds and other stunts to earn extra points. Don't people care about the ozone layer anymore?



PAPER MARIO

Developed by Intelligent Systems, Paper Mario is the spiritual sequel of the sleeper Super Mario RPG, which unfortunately was released near the end of the Super NES' life cycle. The unique 2-D / 3-D designs that were characteristic of games like Yoshi's Island and Yoshi's Story have been exaggerated even more to produce a world of flat paper cutout characters living in a 3-D environment. You'll find all of the traditional Super Mario characters here, like Goomba, Peach, Bob-omb and more. We'll be keeping a very close eye on this one.











MARIO TENNIS 64

The developer of Mario Tennis 64, Camelot, has been involved in creating games for a long time. Most recently, it was responsible for Mario Golf and Hot Shots Golf. In the past it has specialized in RPGs like Beyond The Beyond and the Shining Force / Wisdom / The Holy Ark,



etc. series. Mario Tennis 64 is the first such game for Nintendo since the almost forgotten Mario's Tennis on the late, great Virtual Boy. As with Mario Golf, expect to be able to unlock lots of hidden characters. Most exciting of all, Mario Tennis 64 revives at least one long-lost Nintendo character—Birdo, the egg-spitting boss from Super Mario Bros. 2—and introduces Luigi's mysterious evil counterpart: our favorite new character, Waluigi! Check it out this fall!







ROCK 'EM SOCK 'EM ROBOT ARENA

Created by the developer of Wu Tang and X-Men: Mutant Academy, Rock'em Sock-'em Arena is a new fighting game based on Mattel's own toys. Some of our older readers may remember playing with the robots as a kid. Mattel has released an allnew line of robot toys to complement the game, although the original red and blue robots appear here as commentators. Gameplay is based on collecting different body parts to create a customized robot that the player can send into the arena for battle. You can battle your friend and take his robot parts if you win!

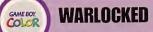


TIPS & TRICKS









Nintendo • July • 1-2 Players

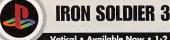


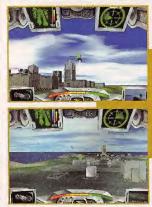


Developed by Bits Studios Ltd., Warlocked is one of the few real-time strategy and resource management games available for portable play. The warring



factions are the "Humans" and the "Beasts;" you can choose to control either group as you create armies and prepare them for strategic decision-making out on the battlefield. In addition to combat, your troops can also chop down trees,dig for buried treasure...even knock down or build up entire buildings! Special Wizard characters can use their magic abilities to zap their opponents with lightning, shake 'em up with a sudden earthquake or even turn them into pigs or chickens. You'll need to use a Game Link cable if you want to battle against another player, but you can use the Game Boy Color's Infrared Communications Port to trade armies with your friends.







Atari fans, take note! Those who played the original Iron Soldier on the Atari Jaguar system may recall that it was not only a fine game, but it was one of the few quality Jaguar titles that did not appear on any other console in the form of a sequel or conversion. (Iron Soldier 2 was later released on cartridge and CD by Telegames, albeit in very limited numbers.) Now it's time for the giant robot series to expand its audience! PlayStation owners who are familiar with games like Armored Core and Front Mission 3 will have no trouble getting right into the thick of the game's 25 single-player missions. Three 42-foot-tall robot types are available, with 15 mountable weapons and even a jetpack for zipping around at high speeds. There are two modes in each of the one- and two-player settings. A single player can blast through the missions or try them in "Arcade" mode, going for a high score by destroying absolutely everything! Two players can compete against each other in the split-screen Arcade mode, or work together in two-player Mission mode with one player controlling the robot's torso and weapons while the other controls its movements and special features.

GAMEBOY.

THE LEGEND OF ZELDA: MYSTICAL SEED SERIES

Nintendo • Available Now • 1-2 Players











If you're hungry for the classic top-view 8-bit action of the original Zelda games for the NES and Game Boy, you'll be pleased to hear that there are several new Game Boy Color titles featuring that legendary leftie, Link. Three titles have been announced: The Legend of Zelda: Mystical Seed of Courage, The Legend of Zelda: Mystical Seed of Power and The Legend of Zelda: Mystical Seed of Wisdom. However, at press time it was rumored that the storylines of these three distinctly different adventures might be reorganized into just two Game Paks. What's most interesting, however, is that—through the use of a password system—the events that you experience in one game can have an effect on the storyline of one or both of the other titles. To get the full experience, it sounds like players will be expected to play the Mystical Seed games concurrently, switching back and forth between them to progress as opposed to finishing one game, then playing the next. Whatever the outcome, the direct involvement of Nintendo's superstar game designer Shigeru Miyamoto should put these new *Zelda* games at the top of everyone's want list.



MR. DRILLER

Namco • Available Now • 1-2 Players



Namco practically invented the "digging into the ground" game back in the early '80s with Dig Dug—and if you saw our June issue, you should be aware that there's a new excavation specialist in town named Mr. Driller. Drill your way to the bottom of the screen as the colored blocks drop down above you—but watch your time limit and don't let your oxygen run out! A fine conversion of the little-seen arcade game, this new Game Boy Color cartridge has most of the features of the PlayStation game of the same name. Obviously, the graphics and music tracks have been simplified—and the PlayStation's Time Attack mode is not included—but the game plays very nicely on the small screen. It has the same kind of charisma and long-term appeal as Nail 'n Scale, Tumblepop and other hard-to-find Game Boy titles of the early- to mid-'90s.





Select Games

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

	No. of No. of A						
NINTENDO 64	7	45	V.I.P.	Ubi Soft	39	F-1 Championship '99	Ubi Soft
AUGUST		D	ECEMBER		40	Family Feud 2	Hasbro
Mario Tennis •	Nintendo	46	Conker's Bad Fur Day	Rare	41	Frogger 2	Hasbro
Mia Hamm 64 Soccer	SouthPeak	41	Paper Mario	Nintendo	42	Galaga	Hasbro
NFL Quarterback Club 2001	Acclaim	4	TH QUARTER 2	2000	43	Harvest Moon: Back to Nature •	Crave
Polaris Snocross 2001	Vatical	46	Dinosaur Planet	Rare	44	In Cold Blood	Midway
Seadoo Hydrocross 2001	Vatical	49	Mickey's Speedway USA	Nintendo	45	Jeopardy 2	Hasbro
Turok 3: Shadow Oblivion	Acclaim	50	Resident Evil Zero	Capcom	46	Mega Man Legends 2 •	Capcom
Winnie the Pooh	Mattel	61	The World is Not Enough	EA	47	Micro Maniacs	Codemast
SEPTEMBER		P	LAYSTATION		48	Mike Tyson Boxing	Codemast
Aidyn Chronicles: The First Mage	THQ	A	UGUST		49	Ms. Pac-Man Maze Madness	Namco
Army Men: Sarge's Heroes 2		1	Alien Resurrection	Fox	50	MTV Sports: Pure Ride	THQ
Banjo Tooie	Rare	2	Animorphs: Shattered Reality	Infogrames	51	NASCAR Racers	Hasbro
Big Mountain 2000	Southpeak	3	ATV Quad Power Racing	Acclaim	52	NFL Blitz 2001	Midway
F-1 Championship '99	Ubi Soft	4	Builder's Block	Jaleco	53	NHL Faceoff 2001	Sony
International Track & Field	Konami	5	Carmageddon 2	Interplay	54	Nickelodeon's CatDog	Hasbro
Looney Tunes: Duck Dodgers		6	Chrono Cross	Square/EA	55	Panzer General Assault	Mindsca
Looney Tunes: Taz Express	Infogrames	1	Danger Girl	THQ	56		Square/E
NFL Blitz 2001	Midway	8	Disney's Aladdin in Nasira's Revenge	•	51	Polaris Snocross 2000	Vatical
Ogre Battle 64: Person of Lordly Caliber •	Atlus	9	ECW: Anarchy Rulz	Acclaim	58	Power Rangers Lightspeed Rescue	
	Nintendo	10	Ford Racing	Take 2	59	Rayman 2	Ubi Soft
	Midway	11	Lego Rock Raiders	Lego Media	60	Scooby Doo! Classic Creeper Capers	
	Mattel	12	Major League Soccer	Konami	61	Sesame Street Games	Mattel
Tom & Jerry	Vatical	13	NCAA GameBreaker 2001	Sony	62	Speedball 2001	Take 2
VR Powerboat		4000	NFL GameDay 2001	Sony	63	Tonka Space Station	Hasbro
	2000	14	•	Electro Source	64	Tony Hawk's Pro Skater 2	Activisio
ECW: Anarchy Rulz	Acclaim	15	Play with the Teletubbies		65	Wheel of Fortune 2	Hasbro
Indiana Jones and the Infernal Machine		16	Pro Pinball Fantastic Journey	Take 2	20000000000		200
Mega Man 64	Capcom	17	Re-Volt 2	Acclaim	20,000		and the second
Star Wars: Battle for Naboo	Lucasarts	18	Rollcage Stage 2	Midway	66		Enix
OCTOBER	100	19	Snocross Championship Racing		67	ESPN: MLS Gamenight	Konami
10 Batman Beyond	Kemco	20	Spider-Man	Activision	68	Hogs of War	Infograr
1 Caesar's Palace	Crave	21	Star Trek: Invasion	Activision	69	MTV Sports: Skateboarding	THQ
Cruis'n Exotica	Midway	22	Sydney 2000	Eidos	70	NASCAR 2001	EA Spor
Power Rangers Lightspeed Rescue	THQ	23	Team Buddies	Midway	11	Torneko: The Last Hope •	Enix
Rugrats In Paris: The Movie	THQ	24	Tenchu II: Birth of the Assasins	Activision	12	Valkyrie Profile •	Enix
Scooby Doo! Classic Creeper Caper		25	Tyco R/C Smash & Bash	Mattel	0	CTOBER	
World League Soccer	Southpeak	26	Wacky Races	Infogrames	73	•	Mattel
WWF: No Mercy	THQ	21	Winnie the Pooh	Mattel	74		Ubi Soft
NOVEMBER		28	WTC: World Racing Championship	Codemasters	75		Hasbro
Blues Brothers 2000	Titus	29	Vanishing Point	Acclaim	76	Blue's Clues Big Musical Movie	: Mattel
Donald Duck	Ubi Soft	5	EPTEMBER		(n)	Buzz Lightyear of Star Command	Activisio
Eternal Darkness	Nintendo	30	Action Man	Hasbro	78	Darkstone 2	Take 2
37 Hercules: The Legendary Journeys	s Titus	31	Breakout	Hasbro	79	Dino Crisis 2	Capcom
16 Hey You, Pikachu! •	Nintendo	32	Breath of Fire IV •	Capcom	80	Donald Duck	Ubi Soft
The Jungle Book	Ubi Soft	33	Championship Motocross 2001	THQ	81	Dragon Valor •	Namco
The Legend of Zelda: Majora's Mask	Nintendo	34	Dave Mirra Free Style BMX	Acclaim	82	Evil Dead: Hail to the King	THQ
Midway's Greatest Arcade Hits V.		35	Destruction Derby Raw	Midway	83	Flintstones "Bedrock" Bowling	Southpe
	•	***			4.		10

Ready 2 Rumble Boxing: Round 2 Midway

Activision

Ms. Pac-Man Maze Madness

40 Spider-Man

Mattel

THQ

Interplay

36 Dragon Tales

37 Earthworm Jim

38 ESPN: Bass Fishing

84 The Grinch

85 HBO Boxing

86 Jungle Book

Konami

Acclaim

Ubi Soft

^{*} Publishers, please contact us with updates and/or corrections.



139 Fear Effect: Retro Helix

Eidos

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	LAYSTATION	
	CTOBER (contin	ued)
87		Lego Media
88		-
89		THO
90		Konami
	Muppet Race Mania	Midway
	NASCAR Heat	Hasbro
93	NBA Shootout 2001	Sony
94	Rugrats In Paris: The Movie	THO
20000	Sheep	Take2
98	Vampire Hunter D •	Jaleco
97	The Wild Thornberrys	Mattel
98	Winnie the Pooh	Mattel
99	Woody Woodpecker Racing	Konami
100	Worms Pinball	Infogrames
101	WWF Smackdown! 2	THQ
N	OVEMBER	
102	Billabong Pro Surfer	Mattel
103	Blade	Activision
104	Cool Boarders 2001	Sony
105	Crash Bash	Sony
106	Deuce	Midway
107	Disney's The Emperor's New Groove	Sony
108	Final Fantasy IX •	Square/EA
109	Formula 1 2000	Midway
110	Gold & Glory: The Road to El Dorado	Ubi Soft
111	Goofy's Fun House	Mattel
112	Hidden and Dangerous	Take 2
113	Hot Wheels Extreme XTR Racing	Mattel
114	Inspector Gadget	Ubi Soft
115	The Lion King: Simba's Mighty Adventure	Activision
116	Mat Hoffman's Pro BMX	Activision
117	Mega Man X5	Capcom
118	Muppets Monster Adventure	Midway
119	NCAA Final Four 2001	Sony
120	Nicktoons Racing	Hasbro
121	Persona 2 •	Atlus
122	Ready 2 Rumble Boxing: Round 2	Midway
123	Rock 'em Sock 'em Robots Arena	Mattel
124		Berkeley Systems
125	Spyro: Year of the Dragon	Sony
126	Star Wars: Demolition	LucasArts
127	V.I.P.	Ubi Soft
128	The World is Not Enough	EA
129		Activision
130		Berkeley Systems
1000000000000		2000
		Eidos
Tomas .	•	THQ
		Mattel
134	Casper, Friends Around the World	Sound Source

140		EA Sports
141	Medal of Honor Underground	EA
142	NCAA Football 2001	EA Sports
143	NHL 2001	EA Sports
144	Resident Evil Survivor •	Capcom
145	Tiger Woods PGA Tour 2001	EA Sports
146	Ultimate Fighting Championship	•
D	LAYSTATION 2	
	TH QUARTER	
0	Age of Empires II	Konami
2	Armored Core 2	Agetec
3		3DO
4		
5		EA
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		Square/EA
0		Jaleco
0		Sony
0	•	Ubi Soft
0		Square/EA
0	Dynasty Warriors 2	Koei
12	Evergrace •	Agetec
13	Eternal Ring •	Agetec
0	ESPN: International Track & Field	Konami
15	ESPN: NBA 2Night	Konami
16	ESPN: NFL Prime Time	Konami
1	ESPN: X Games Snowboarding	Konami
16	Fantavision •	Sony
19	FIFA 2001 Major League Soccer	EA Sports
20	Gold & Glory: The Road to El Dorado	Ubi Soft
1	Gradius III & IV •	Konami
22	Gran Turismo 2000	Sony
23	ICO	Sony
2	Kessen •	EA
25	Knockout Kings 20001	EA Sports
26	Madden NFL 2001	EA Sports
0	Midnight Club: Street Racing	Rockstar
23	NASCAR 2001	EA Sports
23	NBA Live 2001	EA Sports
30	NFL GameDay 2001	Sony
(1)	NHL 2001	EA Sports
32	Ninja Gaiden	Tecmo
_	Oddworld: Munch's Oddysee	
	Off-Road Thunder	Midway
-	Oni	Rockstar
_	Onimusha Warlords	Capcom
1		Activision
33	Rayman 2	Ubi Soft
33	Ridge Racer V •	
0		Namco
0	Ready 2 Rumble Boxing: Round 2	Midway
	Silent Scope	Konami
(1)	Smuggler's Run	Rockstar
	Star Wars Starfighter	LucasArts
	Star Wars: Super Bombad Racing	
45	Street Fighter EX3 •	Capcom
(1)	Summoner	THQ

	41	Tekken Tag Tournament •	Namco
	43		EA Sports
	49	Timesplitters	Eidos
		Unreal Tournament	Infogrames
	60	V.I.P.	Ubi Soft
	62	The World is Not Enough	EA
	-	Wipeout Fusion	Sony
		X-Squad	EA
		REAMCAST	
ı		UGUST	
	(1)	4 X 4 Evolution	G.O.D.
	(2)	Armada 2	Metro 3D
	(3)	D2 •	Sega
	(4)	Ecco the Dolphin	Sega
	(5)	ESPN: Baseball Tonight	Konami
	(6)	Kiss: Psycho Circus	Rockstar
	(1)	NFL Quarterback Club 2001	Acclaim
	(8)	Quake III Arena	Sega
	(9)	Renegade Racers	Interplay
	(10)	Seaman •	Sega
	(11)	Sega GT •	Sega
	(12)	Spec Ops: Omega Squad	Ripcord
	(13)	Star Wars: Jedi Power Battles	LucasArts
	(14)	Syndey 2000	Eidos
	(15)	Test Drive Off-Road 3	Infogrames
	(16)	Tokyo Extreme Racer 2 •	Crave
	(17)	Ultimate Fighting Championship	Crave
	(18)	Vanishing Point	Acclaim
	(19)	WWF Royal Rumble	THQ
	S	EPTEMBER	
	(20)	Dark Angel: Vampire Apocalypse	Metro3D
	(21)	ESPN: International Track & Field	Konami
	(22)	F-1 Championship '99	Ubi Soft
	(23)	F355 Challenge	Sega
	(24)	Half-Life	Havas
	(25)	Jet Grind Radio	Sega
	(26)	Legend of the Blade Master	Ripcord
	(27)	Midway's Greatest Arcade Hits V. II	Midway
	(28)	MTV Sports: Skateboarding	THQ
	(29)	NFL 2K1	Sega
	(38)		Midway
		Power Stone 2 •	Capcom
5		San Francisco Rush 2049	Midway
	(33)	Spawn	Capcom
		Viva Soccer	Interplay
			2000
	(35)	J. S. C.	Crave
		Super Runabout •	Interplay
		Test Drive V-Rally	Infogrames
	_	CTOBER Austin Powers: Mojo Rally	Pockets-
			Rockstar Activision
		Dogs of War	Rockstar
			THQ
			Ripcord
			Hasbro
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135 Colin McRae Rally 2.0

138 F-1 World Grand Prix 2000

136 Disney's Dinosaur

137 Driver 2

Codemasters

Infogrames

Ubi Soft

Eidos



Select Games

44	The Grinch	Konami
45	Messiah	Interplay
46	Ms. Pac-Man Maze Madness	Namco
41)	The Mummy	Konami
48	NBA 2K1	Sega
(49)	Peace Makers	Ubi Soft
(50)	POD II	Ubi Soft
51	Pro Pinball Collection	Take 2
52	Spec Ops M.O.U.T. 2025	Ripcord
53	Speed Devils 2	Ubi Soft
54	Star Trek New Worlds	Interplay
55	Street Fighter III: Third Strike	Capcom
56	Stupid Invaders	Ubi Soft
(57)	Tony Hawk's Pro Skater 2	Crave
N	OVEMBER	
58	102 Dalmatians: Puppies to the Rescue	Eidos
59	Age of Empires II	Konami

(57)	Tony Hawk's Pro Skater 2	Crave
N	OVEMBER	
58	102 Dalmatians: Puppies to the Rescue	Eidos
59	Age of Empires II	Konami
60	Arcatera	Ubi Soft
61	Army Men: Sarge's Heroes	Midway
62	Ball Breakers	Take 2
63	Dave Mirra Free Style BMX	Acclaim
64	Deep Fighter	Ubi Soft
65	Disney's Dinosaur	Ubi Soft
66	Dragon Rider	Ubi Soft
67	ECW: Anarchy Rulz	Acclaim
68	ESPN: NBA 2Night	Konami
69	Eternal Arcadia •	Sega
(70)	Evil Twin	Ubi Soft
(71)	Ferrari 360 Challenge	Acclaim
72	Gold & Giory: The Road to El Dorado	Ubi Soft
73	Heroes of Might & Magic	Ubi Soft
(74)	Mat Hoffman's Pro BMX	Activision
(75)	Midway's Greatest Arcade Hits V. II	Midway
76	Quest of the Blade Master	Ripcord
(11)	Ready 2 Rumble Boxing: Round 2	Midway
78	Shenmue •	Sega
(79)	Silent Scope	Konami
80	Sno-Cross Championship Racing	Crave
81	Sonic Shuffle	Sega

83 V.I.P.	Ubi Soft			
DECEMBER				
84 Grandia 2	Ubi Soft			
Max Steel	Mattel			
86 Playmobil Hype	Ubi Soft			
4TH QUARTER 2000				

82 Speed Devils 2

Ubi Soft

Sega

Mattel

4	TH QUARTER 2	2000
	18 Wheeler American Pro Trucker	
88	Aerowings 2: Air Strike	Crave
89	Alien Front	Sega
90	Alone In the Dark: The New Nightmare	THQ
91	Boarder Zone	Infogrames
92	IllBleed •	Sega
93	Legacy of Kain: Soul Reaver 2	Eidos
94	Looney Toons: Space Race	Infogrames

95 Phantasy Star Online

96 Prince of Persia

97	Samba De Amigo •	Sega
	Starlancer	Crave
4. 4.	Stunt G.P.	Infogrames
-	Soldier of Fortune	Crave
G	AME BOY COL UGUST	OR
0	Aladdin	Ubi Soft
0	AMF Bowling	Vatical
0	Blaster Master	Crave
0	Bust-A-Move Millenium	Acclaim
•	Dragon Warrior I & II	Enix
0	ECW: Anarchy Rulz	Acclaim
0	Gauntlet Legends	Midway
0	Harley Davidson: Race Across America	Infogrames
-	Jack Nicklaus Golf	Vatical
0	Jimmy White's Cue Ball	Vatical
	Magical Drop	Electro Source
12	Microsoft Pinball Arcade	Electro Source
1	Mr. Driller	Namco
0	Rocky Mountain Trophy Hunter	
1	Robocop vs. Terminator	Interplay
1	Seadoo Hydrocross	Vatical
0	Spider-Man	Activision
0	TOCA Touring Car Championship	
1		Acclaim
Part of the last o	EPTEMBER	
@	Animorphs	Ubi Soft
0	Army Men 2	3DO
0	Arthur's Absolutely Fun Day	
3		Mattel
0		THQ
25		Codemasters
25	Donkey Kong Country	Nintendo
0	Doug: Quailman to the Rescue	
	Dragon Tales	Mattel
	F-1 World Championship '99	Ubi Soft
-	Gobs of Games	3D0
-440	Hercules: The Legendary Journeys	
-	Hoyle Card	Havas
-	Hoyle Casino	Havas
-	Lego Action Team	Lego Media
	Lego Racers Micro Machines V3	Lego Media THQ
-mp-	Mission Bravo	Mattel
	MTV Sports: Ultimate BMX	THQ
-	NFL Blitz 2001	Midway
-	Perfect Dark	Nintendo
-	Racin' Rats	Mattel
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1	Mr. Driller	Namco
0	Rocky Mountain Trophy Hunter	Infograme
(Robocop vs. Terminator	Interplay
1	Seadoo Hydrocross	Vatical
0	Spider-Man	Activision
0	TOCA Touring Car Championship	Southpea
1	Turok 3: Shadow Oblivion	Acclaim
SI	EPTEMBER	
1	Animorphs	Ubi Soft
0	Army Men 2	3DO
0	Arthur's Absolutely Fun Day	Mattel
(1)	Blue's Big Musical Movie	Mattel
0	Championship Motocross 2001	THQ
25	Cannon Fodder	Codemast
25	Donkey Kong Country	Nintendo
0	Doug: Quailman to the Rescue	Mattel
0	Dragon Tales	Mattel
1	F-1 World Championship '99	Ubi Soft
1	Gobs of Games	3DO
O	Hercules: The Legendary Journeys	Titus
1	Hoyle Card	Havas
33	Hoyle Casino	Havas
1	Lego Action Team	Lego Med
1	Lego Racers	Lego Med
0	Micro Machines V3	THQ
0	Mission Bravo	Mattel
33	MTV Sports: Ultimate BMX	THQ
1	NFL Blitz 2001	Midway
1	Perfect Dark	Nintendo
0	Racin' Rats	Mattel
1	Rambler	Mattel
1	Tom & Jerry	Mattel
0	San Francisco Rush 2049	Midway
1	Scooby Doo! Classic Creeper Caper	s THQ
0	T-Tex	Eidos
0	VR Powerboat	Vatical
3	RD QUARTER	
1	Legend of Zelda: Mystical Seeds of Power	Nintendo

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49	Legend of Zelda: Mystical Seeds of Courage	Nintendo
59	MTV Sports: Skateboarding	THQ
0	Power Rangers Lightspeed Rescue	THQ
1	Star Trek Invasion	Activision
(3)	Ultimate Fighting Championship	Crave
0	CTOBER	
0	Batman Racing	Ubi Soft
6	Barbie Pet Rescue	Mattel
51	Brunswick Pro Pool	THQ
1	Cruis'n Exotica	Midway
(1)	Harvest Moon 2	Crave
59	Lufia •	Crave
60	Pokémon Gold •	Nintendo
0	Pokémon Silver •	Nintendo
(1)	Rocketts Sleep Over	Mattel
(B)	Rugrats In Paris: The Movie	THQ
0	Woody Woodpecker Racing	Konami
(b)	World Destruction League	3DO
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7 (B) (B) (B)	Army Men: Air Combat Army Men: Sarge's Heroes 2 Barbie Magic Genie Blade	3DO 3DO Mattel
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7 68 68 68 69 FD	Army Men: Air Combat Army Men: Sarge's Heroes 2 Barbie Magic Genie Blade Donald Duck	3DO 3DO Mattel Activision Ubi Soft
7 68 68 68 69 FD	Army Men: Air Combat Army Men: Sarge's Heroes 2 Barbie Magic Genie Blade Donald Duck Dukes of Hazzard	3DO 3DO Mattel Activision Ubi Soft Southpeak
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	Army Men: Air Combat Army Men: Sarge's Heroes 2 Barbie Magic Genie Blade Donald Duck Dukes of Hazzard ESPN: NBA 2Night The Grinch Inspector Gadget Jungle Book	3DO 3DO Mattel Activision Ubi Soft Southpeak Konami Konami Ubi Soft
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Z 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	Army Men: Air Combat Army Men: Sarge's Heroes 2 Barbie Magic Genie Blade Donald Duck Dukes of Hazzard ESPN: NBA 2Night The Grinch Inspector Gadget Jungle Book Mat Hoffman's Pro BMX Metal Walker The Mummy	3DO 3DO Mattel Activision Ubi Soft Southpeak Konami Konami Ubi Soft Ubi Soft Activision
Z88888888888	Army Men: Air Combat Army Men: Sarge's Heroes 2 Barbie Magic Genie Blade Donald Duck Dukes of Hazzard ESPN: NBA 2Night The Grinch Inspector Gadget Jungle Book Mat Hoffman's Pro BMX Metal Walker The Mummy	3DO 3DO Mattel Activision Ubi Soft Southpeak Konami Konami Ubi Soft Ubi Soft Activision Capcom

62	Tony Hawk's Pro Skater 2	Activision
(13)	V.I.P.	Ubi Soft
8	Warriors of Might & Magic	3DO
85	X-Men Mutant Wars	Activision
D	ECEMBER	
(1)	Alice in Wonderland	Nintendo
0	Aliens: Thenatos Encounter	THQ
88	Buffy the Vampire Slayer	THQ
(19)	Croc 2	THQ
91	The Lion King: Simba's Mighty Adventure	Activision
	The Little Mermaid 2: Puzzle Frenzy	Nintendo
(1)	MTV Sports: Pure Ride	THQ

1 The Simpsons

WWF No Mercy

Surfing

4	TH QUARTER	
95	Air Force Delta	Konami
96	Alone In the Dark: The New Nightmare	THQ
1	Buzz Lightyear of Star Command	Activisio
98	Kirby's Tilt 'n Tumble	Nintend

Legend of Zelda: Mystical Seeds of Wisdom Nintendo Konami **Monster Frenzy**

Ubi Soft

THQ THQ

Nintendo 64 tips



Stage Select At the "Flik's Journey" screen, hold C® and press the R button. Now point the analog joy-stick to the Right and you'll see that the entire game has been unlocked, allowing you to start at any stage.

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap Up on the D-pad and the C® button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press START or A on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the R button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow. Turbo Start

At the starting line, hold the A and B buttons. When the announcer says, "Set, Ready, GOI" release the B button just before he says "GOI" This gives you a speed boost at the start of the race.

During a race, hold the A button to accelerate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

ALL-STAR BASEBALL 2001

Enter any of the codes below at the "Secret Codes" screen from the Options menu. A text message will appear after you enter a correct

Ball trail mode—WLDWIDWST Big ball mode—B C H B L K T P T Y Dark stadium-WTOTL Foggy stadium—M Y E Y E S Tiny players—T O M T H U M B
Players fly back to the dugout when they're
out—F L Y A W A Y

ARMORINES: PROJECT S.W.A.R.M. Cheats

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place. Invincibility—G O D L Y

All weapons—LOADED Unlimited ammo-S ORTED Fast run—S O N I C Pen and ink mode—SKETCHY All missions—S K I P P Y

Female Trooper (Multiplayer only)—G O D D E

All above cheats—GOLDENPIE Hive Guard Bug (Multiplayer only)—L E G G Y Volcano Guard Bug (Multiplayer only)—R U B

Egypt Worker Bug (Multiplayer only)—C L A Hive Worker Bug (Multiplayer only)-U G L Y

ARMY MEN: SARGE'S HEROES Cheat Codes

Choose "Input Code" from the main menu. then enter any of the following passcodes to get different effects: M M L V S R M—Max. Ammo

N S R L S—All weapons
D R V L L V S M M—Mini mode T H D T S T—Display programmers' debug info on screen PLSTRLVSVG—Play as Plastro

GRNGRLRX—Play as Vikki TNSLDRS—Play as Tin Soldier Level Passwords Spy Blue—TRGHTR Bathroom-T D B W L Riff Mission—M S T R M N Forest-TLLTRS

Hoover Mission—S C R D C T Thick Mission—S T P D M N Snow Mission—B L Z Z R D Shrap Mission—S R F P N K Fort Plastro-G N R L M N Scorch Mission—H T T T R T Showdowm—Z B T S R L Sandbox—H T K T T N Kitchen-PTSPNS Living Room—H X M S T R The Way Home-VRCLN

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

• Enter "CHEATLOTSOFGOESWITH MANYBANJOS" to earn infinite lives. • Enter "C HEATANENERGYBARTO

- GETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces.

 • Enter "C H E A T D O N T B E A D U M B O GOSEEMUMBO" to earn infinite Mumbo Tokens.
- Enter "CHEATNOWYOUCANFLY HIGHINTHESKY" to earn infinite red feathers.
 • Enter "CHEATAGOLDENGLOWTO
- PROTECTBANJO" to earn infinite gold feathers.
 • Enter "C H E A T G I V E T H E B E A R L O T S

OF AIR" to have infinite air when underwa-

• Enter "CHEATBANJOBEGSFOR PLENTY OF EGGS" to earn infinite eggs. For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Mool" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully. Bottles' Bonus Codes

Enter Banjo's house, stand on the vellow lines on the carpet directly in front of the fireplace, then press the C® button to enter the firstperson camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

• Enter "BOTTLESBONUSONE" to give Banjo a big head.

• Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet.

Enter "BOTTLESBONUSTHREE" to make Kazooie big.

- Enter "BOTTLESBONUSFOUR" to make Banio tall and thin. • Enter "BOTTLESBONUSFIVE" to get
- a tall, thin Banjo with big hands and feet.
 Enter "BIGBOTTLESBONUS" to acti-
- vate all of the above codes at once Enter "WISHYWASHYBANJO" to change Banjo into a washing machine.
 • Enter "N O B O N U S" to deactivate all ac-
- tive codes.

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll

hear a chime upon entering a correct code.
A L L D L A K E S—All lakes available ALLDCASH—Extra money ALLDFISH—Extra fish in live well BAGDSNAGS—No snags while fishing HEADADBIGA-Fisherman has a big

HYPERBOAT—Faster boat WHATADRAG—Slower boat R U B A D U B D U B-Boat becomes a bath-

I W I N I W I N-Win tournament N O P E N A L T Y—No penalty for changing lures during tournament S U P E R S T R I N G—Unbreakable line

HAPPYFISH-More active fish MONDOFISH—Bigger fish

FISHMAN—All fish have Al Lindner's head W H E R E D F I S H—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed S U P E R L U R E-Adds the "Super Lure" to vour inventor

SILLYSOUND—Silly sound effects

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

M S T S R V V—Invincibility CRSTLCLR-Invisibility LTSFBLLTS—Unlimited ammo LVFRVR—Unlimited lives P L V R Z M—All weapons FRGZ—Giant frogs roam the streets

T D Z-Queen Lords are replaced by toads W M N R S M R T R-Unlock Storm Ravens

LTSLTSGNGS—Select any gang in Campaign mode C D P L T—Run Story (allows you to view the

entire story of the game)
C J S K P F L G M H—Level code (play on State

Street in Chicago, IL)
C N C T H R T M—"Trippy mode" H V R L-"Hurl mode" Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press A + B simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BATTLETANX: GLOBAL ASSAULT Secret Codes

Enter any of the following codes from the "Input Code" menu under the "Game Setup"

All Weapons—R C K T S R D G L R C I S H P P Y H P P Y

Custom Gang Unlocked—T R D D Y B R R K S

Brandon Gang Unlocked—N N K N H C K S Secret Level Unlocked-WRDRB Level Select-80DYS

BATTLEZONE: RISE OF THE BLACK DOGS Secret Codes

Enter any of the following codes as the Options Menu. You should hear a sound indicating the code was entered successfully Free buildings-Hold Z, press A, B, A, B Free satellite—Hold Z, press B, C③, C⑤, A Infinite ammo—Hold Z, press L, R, L, R Infinite armor—Hold Z, press Up, Right, Down, Left

Unlock all missions in Single Player Pilot or Commander Mode—Hold Z, press C⊕, C⊕, C®, C®, START

BEETLE ADVENTURE RACING Cheat Menu

Race on the Coventry Cove course in Championship mode until you see a barn on the right side of the road with two haystacks in front of it. Drive through the haystack on the left and you will smash a hidden crate with a picture of a flower on it; you'll also hear a voice say, "Groovy!". Note that the crate will not be there unless you are playing in Championship mode. Once you've smashed the crate, finish the race; the words "Cheat Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the Options screen; you'll find a new option called "Cheats" at the bottom. Each item on the cheat menu must be "unlocked" before you can use it; you will unlock a new cheat each time you smash a flower crate in Championship mode. Some of the crates are very well hidden, so you're going to have to do a lot of searching to find them.

BODY HARVEST Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at time during gameplay. Note: Use the Dpad to enter the directional commands, not the analog joystick

Smart bomb—A, C®, C®, C®, Left Restore health—Down, Up, Right, A, B, Left, All artifacts—Up, C♥, C♥, Z, Up, Left
Dancing Adam—Down, Up, C♠, Down, C♥, CO

Bad Adam—C③, C⑨, A, C⑨, C⑨, Left Tall Adam—B, A, C⊕, A, C⊕, A Short Adam—Down, C⊕, A, Right, Z Kill Adam—B, Left, C®, C®, Down Blouse cheat—Z, C®, C®, B, Left. C® Access all weapons—A, Right, C®, C®, C®, A, Left

More powerful weapons—C®, C®, Up, Z, Z, Left. C€

Surreal Mode—C♥, Up, Right, Right, C♥, A, Left Change Nearest Harvester into Mutant-C®.

Up, Z, Z, C, Right Fat Legged Aliens—Left, A, Right, Down

BOMBERMAN 64 ecret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"-press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

BUST-A-MOVE 2: ARCADE EDITION Another World

At the title screen—while the words "Press Start" are flashing—press L, Up, R, Down. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's to-tally different from the normal "Puzzle Game" setting.

Character Select

Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press A or START to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE '99 Another World

At the title screen-while the words "Press Start" are flashing-press B, Left, Right, B. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's to-tally different from the normal "Puzzle Game" setting.

CHOPPER ATTACK Secret Options Menu

At the title screen—when the words "Press START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-se-lect, sound test and "Texture Mode" options. (in Texture Mode 1, the Nintendo 64's pixelsmoothing effects are turned off, which makes the graphics appear more "blocky.")
There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

COMMAND & CONQUER

Select Any Mission

At the title screen, press B, A, R, R, A, CD, Up, Down, A quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press L; a list of all the missions in the game will appear.

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons

Nintendo 64 tips

Golden Gate Park (lower-left corner)-Hold L + C + C + C

San Francisco (lower-right corner)-Hold L + C ⊕ + C €

Indiana (upper-right corner)-Hold L + C + +

Secret Vehicles

At the "Choose Car" screen, press and hold the C[®], C[®] and C[®] buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or START to confirm your choice.

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press Down to move to the bottom of the list of high scorers and hold Left to make the conveyor belt move. Keep holding Left for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the 'Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

Unlock Characters & Courses

From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press A to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.

Unlock alternate Liltiger—P r o d i g y Unlock Marvin the alien—U f o

Unlock Kimmi—R a p p e r Unlock Starr-R e t r o

Unlock Festus—G o l d d g

Unlock Delvis-Delvis

Unlock Cindy—I n s t y l e

Unlock Bobby—Brat Unlock Twfan—Cybertw

Unlock Eagamer—Willi

Unlock Robert-I c e

Unlock Bengal—Tigerrrr Unlock Traci—Safari

Unlock Volcano course—S t h e l e n s

DARK RIFT Fight Demitron

At the title screen—when the words "PRESS START" are flashing—press Up, C, R, Right, Down, B, B, B, C to warp to a one-player Demitron vs. Demitron battle.

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters: Sonork—L, R, C⊕, C♥, C☉, Cତ

Demitron—A, B, R, L, C®, C®

You'll hear a laugh to confirm each code: now you can choose the bosses at the fighter select screen.

DEADLY ARTS Secret Characters

At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick: Gouriki-Up, Up, Down, Down, Left, Right,

Left, Right, B, A Reiji-A, B, Right, Left, Right, Left, Down,

Down, Up, Up

You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particu lar track by a fairly large margin. When he challenges you, you must defeat him in a race

on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code

List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are narked with an asterisk (*).

ARNOLD—Big characters* TEENYWEENIES—Small characters* JUKEBOX-Music menu (appears under

'Audio Options")

FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking

the horn)* WHODIDTHIS—Display credits (when you exit

the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons NOYELLOWSTUFF—Disable bananas BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas BOMBSAWAY—All balloons are red (missiles) TOXICOFFENDER—All balloons are green

(drop items) ROCKETFUEL—All balloons are blue (turbo) BODYARMOR—All balloons are yellow

OPPOSITESATTRACT—All balloons are rainbow (magnets)

FREEFORALL—Maximum power up (all bal-loons give "level three" power-ups instantly) ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both

players can choose the same character)* OFFROAD-Four Wheel Drive (better traction on dirt, grass, etc.)

JOINTVENTURE-Enable two-player "Adventure" mode*

TIMETOLOSE—Ultimate AI (smarter computer opponents)

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game: ?TJL BDFW BFGV JVVB With this password in place, press START to

pause the game; you'll see a new option at the pause menu called "Features". This allows to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stageskip option; press Left or Right to change the name of the stage and press a C button to warp there.

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press Left, Left, L, Right, Right, Left, Left, L A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

• Invincibility On/Off—Press the R button seven times, then press Left

 Monsters On/Off—Press L, C[®], Left, R, C[®] Right, Left, Left

All Items On/Off—Press R, C⊕, Right, L, C④, Left, C. Right

Level Select-Press L, L, L, C®, Right, Left, Left. C€ With these codes in place, enter the "Cheats" option and you will find that all of the cheats

DUKE NUKEM: ZERO HOUR

have been unlocked.

Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.
First Person Mode—Down, Down, A, Z, Z,

Action Nukem Mode-Down, Down, A. Z. Z.

Start with infinite ammo .30-30—C. C. C. C. C. Start with infinite ammo Freezer-Down, Up.

Extra Multiplayer Characters Group 1-A, L, R,

Left, B, Down, Up Extra Multiplayer Characters Group 2-B, A,

Extra Multiplayer Characters Group 3-L, L,

Up, Down, R, B, A Extra Multiplayer Characters Group 4-B, B, B,

R. Left, A Extra Multiplayer Characters Group 5-Right, B. Left, L. A. Z

Extra Multiplayer Characters Group 6—Up, Down, B, A, A, Left

EXCITEBIKE 64 Cheat Codes

From the main menu, hold L + C® + C® and press START. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below: All stunts unlocked—TRICKSTER

Big head mode—B L A H B L A H Invisible riders—I N V I S R I D E R Mirror mode—Y A D A Y A D A Night mode—M I D N I G H T Stunt bonuses—S H O W O F F Pinhead mode—P I N H E A D

"Beat This!" enabled—P A T W E L L S See team photo during "Credits" sequence— UGLYMUGS

EXTREME-G

Cheat Codes

At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press START to get different effects. If you've entered a code properly, your player nan will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire

course upside-down ARSENAL-With this code in place, you'll have

an endless supply of weapon pick-up BANANA—Enter this code to make the tracks extremely slippery

"FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertain-

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY-Makes the course graphics semi-

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens NITROID—Gives you an infinite supply of nitro speed bursts

RA50—With this cheat in place, press START at any time during a race to pause, then select 'Quit" from the pause menu. Instead of quitting the race, the game will act as if you fin-ished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race. ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graph-

ics appear more "pixelated"
WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics XTREME—Increases your vehicle's top speed XGTEAM—Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON JUSTIN, LLOYD, SADJE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2)

At the vehicle select screen, press R to call up the Customize menu. Choose "Enter Name option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Ex-tremel" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again

2064—Changes all vehicles into WipeOut-style

FLICK—Blurry graphics LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons NOPANEL—Removes all timers, gauges and

counters from the screen
NEUTRON—"Tron" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "antialiasing" feature; this makes the graphics appear more "pixelated"

RA50-With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quit-ting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race. SPIRAL—Makes the screen rotate continuously

during a race SPYEYE—Overhead camera angle XCHARGE—Infinite weapon energy and shield energy

XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press A. Next, highlight the "Edit Name" option and press A twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. Important: You must press A when you are finished entering the name. If you press B, you will exit out of the "Edit Name" function and the driver's name will not be changed:

Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".

• Enter "CREDITS" as the driver's last name,

then exit to the title screen; you'll find a new

option called "Credits".
• Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
• Enter "VACATION" as the driver's last name,

then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that

runs through a Hawaiian volcano.

• Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named Driver*

Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code At the "Select Mode" screen, press L, Z, R, C⊕, C®, C®, C®, START; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been un-

Shrink Vehicles

TIPS & TRICKS

At the "Select Machine" screen, press L + R + C ⊕ + C ⊕; all of the available vehicles will

tips Nintendo 64



FLYING DRAGON

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press Left 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press RIght 20 times, a "Very Hard" setting will appear

Secret Codes

Each of the following codes works at the For-saken 64 title screen, while the words "Press Start" are going by. To deactivate a code, just input the same code again:

Turbo Crazy Mode-B, B, R, Up, Left, Down, CA. CO

 Psychidelic Mode—A, R, Left, Right, Down, C. C. C. C. C.

· Wireframe Mode—L, L, R, Z, Left, Right, C®, C® Gore Mode—Z, Down, C[®], C[®], C[®], C[®], C[®], C[®]
 Stealth Mode—Up, Up, Up, Up, Right,

Down, C, C€ Infinite Primary Weapon—A, R, Z, Right, C®, **c**⊕, **c**⊕, **c**⊕

• Infinite Secondary Weapon—B, B, Z, Left, Left, C[®], C[®], C[®]

• Infinite Weapon Energy—L, Z, Left, Right,

Down, Down, C[®], C[®]
• Infinite Titans—A, B, L, Up, Up, C[®], C[®], C[®]
• Infinite Solaris—B, L, L, Z, Up, Down, C[®], C[®] Kill Enemies with One Shot—B, B, B, L, R, Left, Down, Down

• Freeze Enemies-R, Z, Right, Right, C., C., C⊕, C®

FOX SPORTS COLLEGE HOOPS '99

Secret Codes
Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects: N O G G I N—Big head mode G H O S T—Ghost mode Z – W O O D—Z-Axis basketball court TEAM-Z-Z-Axis team N O F A N S-Dark background, improved frame rate
TRAILS—"Trippy" ball effect B U Z Z Z—No shot clock T H I R T Y—60-second game H O M I E—Home team is favored MONKEY-Alternate sound effects

GOLDENEYE 007

Note: Enter all GoldenEye 007 codes with the D-pad, not the analog joystick

In-Game Codes

Enter the following codes at any time during gameplay. A message will appear in the lower left corner of the screen after entering a correct code.

Invincibility

1) Hold L and press Down 2) Hold R and press C® 3) Hold R and press C® 4) Hold L and press Right 5) Hold L and press Co 6) Hold R and press C®

7) Hold L and press Right 8) Hold R and press Down 9) Hold L and press Left

10) Hold L + R and press C® · All Guns

1) Hold L + R and press Down 2) Hold L and press C®

3) Hold L and press C® 4) Hold L + R and press C® 5) Hold L and press Down 6) Hold L and press C♥

7) Hold R and press C€ 8) Hold L + R and press C® 9) Hold R and press Up 10) Hold L and press Co

 Maximum Ammo-1) Hold L + R and press C® 2) Hold R and press Up

3) Hold R and press Down 4) Hold R and press Down 5) Hold L + R and press C® 6) Hold L + R and press Left 7) Hold R and press Down

8) Hold R and press Up 9) Hold L + R and press C® 10) Hold R and press Left

· Line Mode 1) Hold R and press C♥ 2) Hold L + R and press Down 3) Hold L and press Right 4) Hold R and press C® 5) Hold L + R and press C®

6) Hold R and press Up 7) Hold L and press Down 8) Hold L and press Right 9) Hold R and press C® 10) Hold R and press C

Invisibility-1) Hold R and press C®

2) Hold L + R and press C® 3) Hold L + R and press Left 4) Hold L + R and press Up

5) Hold R and press Up 6) Hold L and press C 7) Hold R and press C® 8) Hold L and press C®

9) Hold L + R and press Left 10) Hold R and press Right

Invisibility (Multiplayer Only) 1) Hold L and press C® 2) Hold L + R and press C®

3) Hold R and press Up 4) Hold L and press C®

5) Hold R and press C®
6) Hold L and press Right 7) Hold L + R and press C€ 8) Hold L and press C®

9) Hold L and press Up 10) Hold L + R and press C® Stage Select Codes

From the main menu, enter these codes at the "Stage Select" screen. You'll hear a special sound effect after entering a correct code. Note that each of the following codes will only work if all the previous missions are already unlocked. For example, in order to unlock all the missions from a new game, all the codes must be entered in the order they ap-

Unlock Facility

1) Hold L + R and press C®

2) Hold R and press C[®]
3) Hold L and press Left

4) Hold R and press C⊕ 5) Hold L and press Left 6) Hold R and press C®

7) Hold L and press C® 8) Hold R and press Right 9) Hold L + R and press C®

10) Hold L and press Right Unlock Runway
 Hold L + R and press Left

2) Hold R and press Left 3) Hold L and press C®

4) Hold L and press Left 5) Hold R and press C®

6) Hold R and press C♥ 7) Hold R and press C® 8) Hold R and press Right

9) Hold L and press Down 10) Hold R and press C®

 Unlock Surface-1) Hold R and press C€

2) Hold L + R and press C® 3) Hold L and press Left

4) Hold R and press Up7 5) Hold R and press Left

6) Hold L and press Up 7) Hold R and press C€

8) Hold L and press Right 9) Hold L and press C® 10) Hold L + R and press Down

Unlock Bunker

1) Hold L and press C®

2) Hold R and press Right 3) Hold L and press C®

4) Hold R and press C³
5) Hold L and press C³ 6) Hold L + R and press Left

7) Hold L and press C® 8) Hold L + R and press Up

9) Hold R and press C€ 10) Hold L and press Up

 Unlock Silo 1) Hold L and press Up

2) Hold R and press C♥ 3) Hold L and press Left

4) Hold R and press Down 5) Hold L and press C€ 6) Hold L + R and press C® 7) Hold L and press C®

8) Hold R and press Right 9) Hold R and press Right 10) Hold R and press C®

 Unlock Frigate 1) Hold R and press C®

2) Hold L and press Down 3) Hold R and press C€ 4) Hold L and press Left 5) Hold L + R and press Up

6) Hold L + R and press C♥ 7) Hold R and press C®

8) Hold R and press Up 9) Hold L + R and press C® 10) Hold R and press Up

Unlock Surface II-

1) Hold L and press C♥

 Hold L + R and press C 3) Hold R and press C®

4) Hold R and press C[®]
5) Hold R and press C[®] 6) Hold L and press Right 7) Hold L + R and press C®

8) Hold L and press C® 9) Hold L + R and press Down

10) Hold L and press C® Unlock Bunker II-

1) Hold L and press Down 2) Hold R and press Down 3) Hold L + R and press C®

4) Hold L and press Left 5) Hold L + R and press Right

6) Hold L and press C[®]
7) Hold R and press Right 8) Hold L and press C® 9) Hold L and press Left

10) Hold L and press C♥ Unlock Statue 1) Hold L + R and press C♥

2) Hold L + R and press C♥ 3) Hold L and press Right 4) Hold L + R and press Left 5) Hold R and press Left

6) Hold R and press C€ 7) Hold L + R and press Left 8) Hold R and press C® 9) Hold R and press C®

10) Hold R and press Right Unlock Archives
 Hold R and press Left

2) Hold L + R and press Up 3) Hold L + R and press C® 4) Hold R and press Left
5) Hold L + R and press C®

6) Hold L and press Left 7) Hold L + R and press Right 8) Hold L + R and press C♥

9) Hold L and press Up 10) Hold R and press C♥

 Unlock Streets
 Hold L + R and press C 2) Hold L and press C® 3) Hold L and press Up

4) Hold L + R and press C♥ 5) Hold R and press C® 6) Hold R and press C♥

7) Hold R and press Left 8) Hold R and press C♥ 9) Hold R and press C®

10) Hold L and press Down Unlock Depot-

1) Hold L and press Down 2) Hold L and press Down 3) Hold R and press C®

4) Hold L and press C® 5) Hold L + R and press Right 6) Hold R and press C®

7) Hold L and press Down 8) Hold L and press C® 9) Hold L and press C®

10) Hold L and press Up Unlock Train
 Hold R and press Left

2) Hold R and press C€ 3) Hold R and press C € 4) Hold L + R and press Left

5) Hold L and press Right 6) Hold R and press C® 7) Hold L and press Left 8) Hold L + R and press Cூ

9) Hold L and press Up 10) Hold L and press C® · Unlock Jungle

1) Hold R and press C® 2) Hold R and press Left 3) Hold L + R and press Up 4) Hold R and press Right

5) Hold R and press Down 6) Hold R and press Down 7) Hold R and press Up

8) Hold R and press C® 9) Hold R and press C[®] 10) Hold L + R and press Left Unlock Control-

1) Hold L and press C♥ 2) Hold R and press Down 3) Hold L and press Right

4) Hold R and press C® 5) Hold R and press C® 6) Hold R and press Left 7) Hold R and press Left 8) Hold R and press C®

9) Hold R and press Left 10) Hold L + R and press C® Unlock Caverns 1) Hold L and press Down

2) Hold R and press C®

3) Hold L + R and press Up 4) Hold L and press Right 5) Hold R and press C®

6) Hold R and press C® 7) Hold R and press Un

8) Hold L and press C® 9) Hold L and press Up 10) Hold R and press C®

 Unlock Cradle 1) Hold L + R and press C®

2) Hold L and press Left 3) Hold R and press Down 4) Hold L and press Down

5) Hold L and press C® 6) Hold L and press Down 7) Hold R and press Right

8) Hold R and press C® 9) Hold L and press C[®]
10) Hold R and press Right Unlock Magnum

1) Hold R and press C♥ 2) Hold R and press Left 3) Hold L and press Right

4) Hold L + R and press C® 5) Hold L and press Down 6) Hold L + R and press C®

7) Hold L and press Left 8) Hold L + R and press C® 9) Hold L + R and press Right 10) Hold L and press C[®]

Unlock Aztec

1) Hold L + R and press Up 2) Hold L + R and press C® 3) Hold L and press Down 4) Hold R and press Right

5) Hold R and press Up 6) Hold L and press Down 7) Hold L and press Left

8) Hold L and press C® 9) Hold L + R and press C® 10) Hold L and press Left

Easy Cheat Options Choose a game file, then enter any of the following codes at the "Select Mission/Multiplayer" menu screen. If you have not previously earned any of these cheats through normal gameplay, a new menu item called "Cheat Options" will appear the first time you enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you

back out to the previous screen, then go back into Cheat Options. Paintball-

1) Hold L and press Up 2) Press C®

3) Hold R and press Right 4) Hold L + R and press C€ 5) Hold L and press Up 6) Hold R and press C♥

7) Hold L and press C♥ 8) Hold L + R and press C♥ 9) Hold L + R and press Up 10) Hold L and press C®

 Invincibility 1) Hold R and press Left 2) Hold L and press Down

3) Press Left 4) Press Up 5) Press Down 6) Hold R and press C€

7) Hold L and press C^⑤ 8) Hold L + R and press Left 9) Hold L + R and press Right 10) Hold L and press C[®] DK Mod

1) Hold L + R and press Up 2) Press C® 3) Hold R and press Left 4) Hold R and press Up

5) Press Up 6) Hold R and press Right 7) Press Up 8) Hold L + R and press C♥

9) Hold L + R and press Down 10) Hold L + R and press Cூ 2x Grenade Launcher—

1) Hold R and press Down

2) Hold R and press Up 3) Press Right 4) Hold L + R and press C♥

5) Hold L and press Right 6) Hold R and press Left 7) Press Left 8) Press Down

9) Press Un 10) Hold R and press C♥



Nintendo 64 tips

2x Rocket Launcher-

1) Hold R and press Right

2) Hold L and press Up

3) Press Down

4) Press Down

5) Hold R and press C♥

6) Hold L and press Left

7) Hold L and press Co

8) Hold R and press Up 9) Hold R and press Down

10) Hold R and press C€

Turbo Mode

1) Hold L and press Down 2) Hold L and press C♥

3) Hold L + R and press Up

4) Hold R and press C♥

5) Press Left

6) Hold R and press Down 7) Hold L and press C®

8) Press Up

9) Hold R and press Down 10) Hold L and press Right

No Radar [Multi]-

1) Hold R and press Up

2) Press C®

3) Press C€ 4) Press C®

5) Hold L and press Down

6) Hold R and press Up

7) Press C®

8) Press Right

9) Hold R and press Left 10) Hold R and press Right

2) Hold R and press Down

3) Hold L and press C®

4) Press Left

5) Hold R and press Co

6) Hold L + R and press C♥ 7) Press Right

8) Press Down

9) Hold R and press C♥

10) Hold R and press Right

 2x Throwing Knife 1) Hold R and press C®

2) Hold L and press Left

3) Press Up

4) Hold L + R and press Right

5) Press Right 6) Hold L + R and press C[®]

7) Hold L + R and press C € 8) Hold R and press Down

9) Hold R and press Left

10) Hold R and press C€

 Fast Animation 1) Hold L and press C♥

2) Hold L and press C€

3) Press C♥

4) Press C€

5) Press C® 6) Hold L + R and press Right

7) Press C€

8) Hold L + R and press Up

9) Hold R and press C®

10) Hold L and press Left Bond Invisible

1) Hold L + R and press C

2) Hold L + R and press C®

3) Hold L and press C³
4) Hold R and press C³

5) Hold R and press Right 6) Hold L + R and press Left

7) Hold L and press Right 8) Press Left

9) Hold L + R and press C[®]

10) Hold L and press Down

 Enemy Rockets-1) Hold L + R and press C®

2) Press C®

3) Hold R and press C®

4) Press C€

5) Press C®

6) Hold L + R and press C® 7) Hold L + R and press Up

8) Press C♥

9) Hold R and press Up

10) Hold L and press Up

2) Hold L + R and press Left 3) Hold L + R and press Down

4) Hold L + R and press Left 5) Press CĐ

6) Hold L + R and press Down
7) Hold L + R and press Down

8) Hold L and press Down

9) Press C®

10) Press C® Silver PP7-

1) Hold L and press Left

2) Hold L + R and press Up

3) Hold L and press Right

4) Hold L + R and press Up 5) Hold L + R and press Co

6) Hold L + R and press Left 7) Hold L + R and press Down

8) Press C♥

9) Hold L + R and press Right

10) Hold L + R and press Left

Activate 2x Hunting Knife

1) Hold R and press C♥

2) Hold L and press Right 3) Hold R and press C[®]

4) Hold R and press Right

5) Hold L + R and press Right

6) Hold L + R and press Up 7) Hold L and press Down

8) Hold R and press Left

9) Hold L and press Right 10) Hold L and press C®

Infinite Amme

1) Hold L and press C®

2) Hold L + R and press Right

3) Press C®

4) Press C€

5) Hold R and press Left 6) Hold L and press C♥

7) Hold L + R and press Left

8) Hold L + R and press C♥

9) Hold L and press Up 10) Press C®

• 2x RC-P90-

1) Press Up

2) Press Right

3) Hold L and press Left

4) Hold R and press Down

5) Hold L and press Up

6) Hold L and press C® 7) Hold L and press Left

8) Press C®

9) Press CA

10) Hold L + R and press Down Gold PP7-

1) Hold L + R and press Right

2) Hold L + R and press Down

3) Hold L and press Up

4) Hold L + R and press Down 5) Press CA

6) Hold R and press Up

7) Hold L + R and press Right

8) Hold L and press Left

9) Press Down 10) Hold L and press C®

• 2x Laser

1) Hold L and press Right

2) Hold L + R and press C€ 3) Hold L and press Down

4) Hold R and press Left

5) Hold R and press Down

6) Hold L and press Right 7) Press C®

8) Press Right 9) Hold R and press Right

10) Hold L + R and press Up All Guns

1) Press Down 2) Press Left

3) Press C®

4) Press Right

5) Hold L and press Down 6) Hold L and press Left

7) Hold L and press Up 8) Press Cd

9) Press Left

10) Press C®

Extra Characters in Multiplayer Mode Select a file and choose Multiplayer mode (You must have at least two controllers plugged in to access this option.) When the

Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen: 1) Hold L + R and press C €

2) Hold L and press C®

3) Hold L + R and press Left 4) Hold L and press Right

5) Hold R and press Down 6) Hold L + R and press C®

7) Hold L and press C® 8) Hold L + R and press Right

9) Hold L + R and press C®

10) Hold L and press Down If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen

HOT WHEELS TURBO RACING

Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button sequences must be entered very quickly to get them to register; you'll hear a signal to confirm each code if you're quick enough. Note that you can only have ONE of these codes ac-

tive at any time: Race at night—C③, C④, C④, C④, C④, C⊙, C⊙, C⊙, C⊙ Mirror mode—Z, R, Z, Z, R, Z, Z, Z Unlimited Turbos—C⊕, Z, C⊕, C⊕, R, C⊙, Z, C⊕

Transparent vehicles—C®, Z, Z, C®, C®, R, Transparent scenery—C®, Z, C♥, C®, C®, Z,

C♥. C③

Passwords Highlight "Sign In" at the main menu and press Left or Right to access the Password option. Enter any of the following passwords to

unlock different features: PWDTST-Unlock all secret courses and se-

cret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

IGGY'S RECKIN' BALLS

Secret Codes At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on or off by pressing START during the game; you'll find a "Cheat Menu" option at the "Paused"

THEUNIVERSE—Allows you to access all of the

secret worlds
HAPPYHEADS—Unlocks all but one of the se-

GOOEYGOOGOO-"Slime Mode" (all tracks are gooey)

ICEPRINCESS—"Ice Mode" (slippery tracks) GOBABY-Maxed-out turbo meter 2TIMES-2X Turbo Mode (turbo boosts last

twice as long) NONSTOP—"Roll Mode" (constant turbo)
SWOPSHOP—Randomly switches the charac-

ters' accessories (hair, glasses, spikes, etc.) ROLFHARRIS-Activates the black-&-white Pencil Sketch" mode 2ROKTOO-Activates "Dark City" mode, in which the only lighting comes from the balls

themselves MICROBALLS-Activates "Tiny Mode TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super

jumping, no grappling)
JUMPAROUND—Level Select (a "Go To" op-

tion at the "Paused" menu allows you to

iump to any level at any time)

KEN GRIFFEY JR.'S SLUGFEST

Each of the following codes is activated by choosing "Create a Player" from the main menu. When the "Personal Attributes" screen appears, enter "CODE" for the player's first name, then follow the instructions below to complete each sequence. Note that you should hear a signal to confirm each code and you will automatically return to the main

menu after you've entered the last name in each of the following examples:
• For thin players, enter the name "CODE TOOTHPICK".

· For flat, paper-thin players, enter the name "CODE STEAMROLLED".
• For thin players with huge arms and chests,

enter the name "CODE THETICK".

• For thin players with huge heads and legs, enter the name "CODE WEEBLEMAN"

· For tiny players, enter the name "CODE LID- For invisible players, enter the name "CODE INVISIBLEMAN"

 For players with large bats, enter the name "CODE PHATTBATT" • For players with big feet, enter the name

"CODE BIGFOOT"

Boss Code

cused Training".

• For players with big heads, enter the name "CODE BIGGHEDZ". • To have the computer control both teams, enter the name "CODE CPUVSCPU".

KILLER INSTINCT GOLD

When you turn the game on, wait for the demo to show one of the character biogra-phies (where you see the vital statistics and character storyline). When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Fo-

TIPS & TRICKS

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues: instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have beome available.

Secret Stage

In two-player mode, have both players choose their fighters by holding Down and pressing C®; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

KNOCKOUT KINGS 2000 Big Gloves Mode In the middle of a game, press START to pause and press C., C., C., C., C., C., C.. You'll hear a bell ring five times quickly. When you

unpause the game, the boxers' gloves will be bigger.

Bigger.

Big Head Mode

In the middle of a game, press START to pause and press C③, C⊕, C⊙, C⊙, C⊙. You'll hear a bell ring five times quickly. When you'll hear a bell ring five times quickly. When you unpause the game, the boxers' heads will be

KOBE BRYANT IN NBA COURTSIDE Note: Use the D-pad to enter the following

codes, not the analog joystick.

bigger.

Big Head Mode At any time during the game, press Right, Right, Left, R, Z, START, A, START, A, START, Z on Controller 1. To return the players' heads

to normal, just enter the code again.

Disco Court At any time during the game, press A, C®, Down, Up, C, R, R, B, C, C, Z on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

Secret Teams Highlight "Pre-Season" at the main menu, hold the L button and press START or A When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and

Tiny Players At the main menu, press C®, C®, B, R, R, C®, Up, Down, C®, A, Z. Now when you start a game, the players will be tiny.

At the main menu, press C®, C®, C®, C®,

START, START, A, B, A, R, Z. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

the Left Field Lefties.

LEGO RACERS

be active.

Alien Team

Cheat Codes From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press Down on the D-pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will

Only yellow power-ups available—PGLLYLL Only green power-ups available—PGLLGRN Only grappling hook power-ups available—R P C R N L Y Highest power-up level always active—M X P

Only red power-ups available—P G L L R D

Car doesn't slow down on rough terrain—N S LWJ Flying turbo boost always active—F L Y S K Y

Faster game—FSTFRWRD



Remove wheels from car-N W H L S Remove chassis from car—N C H S S S Remove driver from car—N D R V R Open mirror version of Rocket City Run-L N F RRRM

Disable all cheats—N M R C H T S

LODE RUNNER 3-D Unlock Worlds

While inside any level during the game, press START to pause. When the "Options" screen appears, hold Z and press R, B, A, B, A, C. C®, C®, C®, C®, C®, C®, C®. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again; this should clear up the problem.

MADDEN NFL 2000 Secret Codes

Choose "Secret Codes" from the System Options menu, then enter any of the following codes to unlock secret features: DRBENWAY-Weird scoring rules PIGSKINSFLY—100 yard passes FIRSTIS 2 0-20 vards to first down BETHEBALL—Ball Camera CHAINSMOKER—Players Fatigue Quickly M O O N B A L L—Super Jump E M C 2—Curved space-time G U I L L O T I N E—Floating heads PAINFUL—More injuries
QBINTHECLUB—The QB is in the club PICKEDOFF—Frequent interceptions ROLLERJAM—Frequent fumbles REFISBLIND-Blind referee MICEANDMEN—David vs. Goliath -All 60s team SIDEBURNS—All 70s team R E A G A N O M I C S—All 80s team
T E A M M A D D E N—All-Madden team WEARETHEGAME—EA Sports team S H A R K A T T A C K—Tiburon team T E T A N U S—Fantasy Team: Junkyard Dogs S C A R Y C L O W N—Fantasy Team: Clowns
INTHEFUTURE—Fantasy Team: Industrials C O W B O Y S—Fantasy Team:Marshalls X M A S G I F T—Xmas Rush stadium 3 R I N G-Tib. Bros stadium WILDWEST—Dodge City:Old West stadium MADDENSTEIN—Maddenstein Stadium WEPUTITTHERE-Tiburon Stadium ITSINTHEGAME—EA Sports stadium

MARIO GOLF

At the main menu, hold L + R (or Z + R) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:

0 E Q 5 6 1 G 2—1st Camp, Hyrule Cup 5 V W 6 8 9 0 6—2nd Camp, Hyrule Cup K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by Nintendo Power magazine.

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode you'll gain access to a new option that allows you to race all 16 courses in reverse. Course Ghosts

 Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.

· Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.

• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MICRO MACHINES 64 TURBO

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again Slow down computer cars—C®, C®, C®, C®, C®. C®. C®. C®

Super speed—C♥, C♥, C♥, C♥, C♥, C♥,

Super jumping ability—Right, Right, Down, Up, Down, Left, Down, Down

Change vehicles-Down, Down, Up. Up. Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to

change into different objects.)
Debug mode—Up, Down, Down, C⑤, C⑥, C⑥, C♠, C♥. With the Debug code in place, the following options become available:

 Press all four C buttons simultaneously to make all of the vehicles on the track explode Hold Z and move the D-pad to tilt or rotate the camera angle

Hold Z and press L or R to zoom in or out

. Hold Z and press C to have the computer control your car

. Hold Z and press C® to end the race with you in first place!

"Name" Cheats
When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

self nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code.

• Enter the name "ALLTANKS" and you'll always play with tanks in multi-player modewhich is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel

 Enter the name "WINTERY" to make snow fall instead of confetti when you win a tro-phy; enter "CONFETTI" to cancel this code.

MISCHIEF MAKERS

Sound Test

At the title screen-when the words "Press Start" are flashing—hold L + A + C® + C® and press START to access a sound test menu.

Secret Codes

Enter any of the following codes at the mis sion select screen; you'll hear Ethan speak each time you enter a code properly:

 Turbo Mode—C®. Z. C®. Z. C®. Big Feet Mode—C♥, R, Z, C♥, C€

• Kids Mode—C®, CA, R. L. Z

Start with Uzi Sub Machine Gun—C®, C®,

C®, C®, R • Start with Mini Rocket Launcher-R, L, C.

CD. C® Start with 9mm High Power Gun—R. L. C®.

CO. CO Start with 7.65 Silenced Pistol—C®. L. C®.

MONSTER TRUCK MADNESS 64

Enter the following passwords at the "codes" screen from the main menu: B R P S—The Gut Bomb CFFNYN-Turbo mode WNT_T—Unlimited missiles

M-Gound textures become replaced by "Jim's" face

Y R D R—All trucks become lowriders 4 0 4 5 6 4 P 8 M → ← D F C ↑ C V 3 2 K C— Access all Expert courses

MORTAL KOMBAT 4

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C③ + C⑤ in the default control configuration) and continue to hold them down After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button. Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

· Noob Saibot-Highlight the "Hidden" op tion at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously

· Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT TRILOGY

MORITATION Play as Khameleon
When the "story" screens appear during the game's demo mode, quickly press CD, CO, A, B, C⊕, C⊕, C⊕. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit

Hidden Game #1

After playing 50 consecutive games in twoplayer mode, you'll get to play a hidden game that's similar to Pong.

Hidden Game #2

After playing 100 consecutive games in twoplayer mode, you'll get to play a hidden game that's similar to Galaxian. Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. This game also appears if you play 150 consecutive games in two-player mode. Stage Select

At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode
At the character-select screen, highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro-followed by a whopping eight endurance matches. Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C♥, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Menu When the "story" screens appear during the

game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C♠, C♠, C♠, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uhl" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

NAGANO WINTER OLYMPICS '98 Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

NBA COURTSIDE 2 FEATURING KOBE BRYANT

Secret Teams

At the main menu, highlight either Quick Play or Arcade Play, then, press A + C at exactly the same moment. At the Team Select Screen, three special teams will become selectable. Secret Room Codes

At the main menu, press C® and C♥ simultaneously. A message will appear on the screen saying you have found the Secret Room, Now enter any of the following codes. You won't get any signal after entering a correct code, but you will return to the main menu. You'll

have to start a game to see the effects.

Big Heads (Away team only)—C⊕, C⊕, C♥, CO, CD, A

Big Heads (Home team only)—C®, C®, C®, A Big Heads (Both teams)—C®, C®, C®, C®,

Long Necks (Both teams)—C®, C®, C®, C®, CO A

Small Players (Away team only)—C®, C®, A Small Players (Home team only)—C⊕, C♥, A Small Players (Both teams)—C⊕, C⊕, C♥, A

NBA SHOWTIME: NBA ON NBC

At the match-up screen just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a driection on the D-pad or joystick. For example, to activate the "No Hotspots" code, (2-0-1-Up) press Turbo twice, Jump zero times, Pass once, then press Up. A message will appear to confirm each code. Note: Some codes will note work in a twoplayer game unless both players enter the code.

Show Shot %-0-0-1-Down No Hotspots—2-0-1-Up Show Hotspot—1-0-0-Down ABA Ball—2-3-2-Right Alternate Uniform—4-3-0-Right Away Uniform—4-2-0-Right Home Uniform—4-1-0-Right Midway Uniform—4-0-1-Right Team Uniform—4-0-0-Right Big Heads—2-0-0-Right Tiny Heads—4-4-0-Left Tiny Players—3-4-5-Left No Replays—3-3-1-Left No Tip Off—4-4-4-Up Tournament Mode-1-1-1-Down Infinite Turbo-4-1-1-Up No Player Arrows-3-2-1-Left Choose Your Court

After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.

Left Team's Court-Up + Turbo

Right Team's Court-Down + Turbo Street Court—Left + Turbo Island Court—Right + Turbo Midway Court—Up + Shoot + Pass NBC Court-Down + Shoot + Pass

THE NEW TETRIS
Turbo CPU Opponent

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A | 2 E Z 4 U ?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed. Fast Mode

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 FAST4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in oneplayer mode; after a few minutes, you won't

be able to keep up with the speed of the falling blocks.

NFL BLITZ 2000 Secret Codes

At the match-up game just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Fast Turbo" code, (0-3-2-Left) press Turbo zero times, Jump three times, Pass twice, then press Left. A message will appear to confirm each code. Note: Some codes will not work in a twoplayer game unless both players enter the

Always Receiver—2-2-2-Right Always Quarterback-2-2-Left Big Football—0-5-0-Right Big Head—2-0-0-Right Display Field Goal %-0-0-1-Down Display punt hang-time meter—0-0-1-Right Fast Turbo—0-3-2-Left Asphalt Field—3-0-1-Up Astroturf Field—3-0-3-Up Grass Field—3-0-0-Up Snow Field—3-0-4-Up Hide Receiver Name -1-0-2-Right Hyper Blitz-5-5-5-Up Infinite Turbo-5-1-4-Up Late Hits-0-1-0-Up No First Downs-2-1-0-Up No Interceptions-3-4-4-Up Allow Stepping OB—2-1-1-Left No Punting—1-5-1-Up Team Playbook—1-0-0-Up No Head—3-2-1-Left Huge Head-0-4-0-Up Invisible-4-3-3-Up Power-up Blockers—3-1-2-Left Power-up Defense—4-2-1-Up Power-up Teammates-2-3-3-Up Smarter CPU Opponent—3-1-4-Down City Stadium—5-0-1-Left Day Stadium—5-0-1-Down Night Stadium—5-0-2-Down Old Day Stadium-5-0-1-Up Old Night Stadium-5-0-2-Up Old Snow Stadium-5-0-3-Left Roman Stadium—5-0-3-Left Snow Stadium—5-0-3-Down Dirt Stadium—3-0-2-Up Super Blitzing—0-4-5-Up Super Field Goals—1-2-3-Left

NIGHTMARE CREATURES Cheat Password

Super Passes—2-5-0-Left Team Big Heads—2-0-3-Right

Team Tiny Players—3-1-0-Right Night Game—0-2-2-Right

Tournament Mode—1-1-1-Down

Fast Turbo—0-3-2-Left

Thick Foq-0-4-1-Down

Fog-0-3-0-Down

Rain-5-5-5-Right

Snow-5-2-5-Down

Choose "Enter Password" from the main menu and enter the code Left, Up, C®, C®, C®, C®, C®, Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

• Flagstaff—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the Z button and press A.

• El Cajon—Hold the L and R buttons and press Up on the D-pad, then highlight "El Paso," hold the Z button and press A.

 Guadalupe—Hold the R button and press Down on the D-pad, then highlight "Vegas," hold the Z button and press A.

PAPERBOY Secret Codes

Enter the following codes at the "Secret Codes" screen.

Hitting turbo gives Super-jump-A L L J U M P Hitting turbo give s Turbo—G O F A S T Throw papers backward—B A C K W A R D Throw papers straight ahead—FRONTS Throw papers at random angles-R A N D O

Throw papers at 90° angles—SIDES Jumbled sounds—J U M B L E View all newspaper headlines when you start training mode—HEADLINE Unlimited health—I N V I N C Unlimited papers-NOBUNDLE Tiny paperboy—LITTLE Near-sighted paperboy—M A G O O Unlock all levels—O B V I O U S Speed up the game—R U S H Slow down the game—W A K I N G Moon gravity (jump higher)-M O O N All non-animated objects scream—S C R E A M Silly collision sounds—T H U N K Huge newspapers—S U N D A Y Time clock is ignored—UNTIMED

Debug Menu

Choose "Load" from the main menu; if you have a controller pak with Quake saves, press B to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II
Multiplayer Codes
Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with Quake II saves, press B to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press B to back out of the single-player menus and start a game in multiplayer mode to see the effects:

S3TC OOLC OLOR S???—Changes the background colors S3T1 NF1N 1T3S H0TS—Infinite ammo

S3TL OWGR V1TY ????-Low gravity

Level Select

From the main menu, select "Ouick Start then enter the password "FZJFTMR2G8R Q" at the following screen and press A. If you entered it correctly a level select screen will appear.

255 Grenades

Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down Z to get ready to throw your last grenade. When the meter on the screen fills completely, let go of Z then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep Z held down and in a few seconds your grenade stock will be 255.

RAMPAGE WORLD TOUR

Stage Select

At the main menu or character-select screen hold the L button and all four C buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the A button first to bypass the Rumble Pak mes-sage.) Press Left or Right to change cities and Up or Down to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

S M 1 4 N-Unlock George

S 4 V R S—Unlock Lizzie L V P V S—Unlock Ralph

N 0 T 3 T-Unlock Myukus

B 1 G 4 L—Unlock Purple Myukus S R Y 3 D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time. Cheat Menu

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RE-VOLT Unlock All Cars & Tracks

At any time during a game, press B, A, Z, Z, B, L, A, C. You'll hear a special sound effect after entering it correctly.

READY 2 RUMBLE BOXING Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to

B R O N Z E—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)

S | L V E R-Silver Class (In Arcade Mode. Kemo Claw and Bruce Blade are also unlocked)

G O L D-Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also un-

locked) C H A M P—Champ Class (In Arcade Mode, all boxers are also unlocked)

Change Costume Colors
At the boxer selection screen, press C® + C® simultaneously to change the currently selected boxer's colors.

Change Cornerman's Voice

The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding C[®] and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

C③ + Up—Irish accent C④ + Left—New York accent

C + Right-African-American accent

C + Down-Hispanic accent

RESIDENT EVIL 2 Cheat Codes

From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.

Invincibility—Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, C, C, C, € Infinite Ammo—Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C, C, C, €

Secret Caddy Car

From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code:

Unlock all levels and fast bikes—C®, C®, C®, C. L. R. C. Z Unlock Scooter level—C®, C®, C®, C®, X, X,

Unlock Cop Mode—Z, C③, C⑨, C⊙, Z, L, R, C⑨

ROADSTERS TROPHY

Secret Codes

At the Driver Select screen, press Z to rename your character to any of the names below Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code

Anyway-Race circuits in any direction Gimme ALL—Unlock all cars and circuits.

TIPS & TRICKS

fastBUCKS—Start with \$250,000.

EasyMoney—Start with \$1,000,000.
Trophies—Start with Division 2 and 3 tro-

phies. (Note the space before the "T") Smurfing—All voices become high-pitched.

BigWheels—Cars have huge wheels. Skywalker-Cars have lens flares instead of

Car Radio-Cars become tiny. Chopper—Different camera angle.

Extra rez—High resolution setting becomes unlocked in the Options menu.

ROCKET: ROBOT ON WHEELS

During gameplay, press START to pause, then enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully.

All vehicles-Up, Down, Z, R, Left, Up, Down, Left, Down, Down

Heavier rocket-Up, Right, Right, R, Right, R,

Z, R, R, Up Low friction-Up, R, R, Left, Z, Z, Down, Left,

Up, Right Low gravity-Z, R, Z, R, Down, R, R, Right,

Right, R Super Grab Field—Down, Left, Right, Z,

Down, Right, Down, Down, Down, Left Super Speed—Z, Right, Down, Up, Down, R, Up, Down, Left, Up

SAN FRANCISCO RUSH Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8DP5KG514G59P G92WVCOY0DRDO

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the Z button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team Rush" Formula 1 racer.

Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

1) At the Select Car screen, hold C[®], press Z, release both, tap Left on the D-pad, then press B three times to return to the main menu.
2) Choose "Setup;" at the setup screen, hold

C®, press Z, release both, tap Up on the Dpad, then press B to return to the main menu.
3) Choose "One Race" again; at the Select Track screen, hold CD, press Z, release both. tap Right on the D-pad, then press A to advance to the Select Car screen.

4) At the Select Car screen, hold C®, press Z, release both, tap Down on the D-pad, then the L button, then the R button; you'll hear a signal to confirm the code. Now press B to re turn to the Select Track screen, where you'll find that Track 7 is now available. "Setup" Screen Cheats

Each of the following codes works at the Setup menu (the one that says "Options/Con-

• To disable the in-game timer, hold Z and enter the following code: Hold C®, press C®, release both, hold C®, press C®.

• To disable the automatic abort feature,

press the C[®] button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.

• To disable vehicle collisions (you can drive

right through the other cars) press Left, then hold Right on the D-pad and press Co, then release both and press C®, C®, C®, Z. To change the game's detailed polygon tex-

tures into flat shades of color, hold CD, press L. release both, press Z. hold Co. press L. release both, press Z.

 When your car crashes, you will return to the closest possible spot near the crash if you hold the Z button at the Setup menu and enter the following code: Hold C3, press C9, release both, hold C9, press C9.

 To turn all of the traffic cones in the game into mines, press L. R. L. R. L. R. • To turn the courses upside-down, press Up,

Right, Down, Left, Down, Right, Up, Left, To change the game's gravity, hold Z, press

75



Up. Down, then release Z and press Up, Down, Up, Down. Repeat the code up to three times for three different gravity set-

"Select Car" Screen Cheats

Each of the following codes works at the "Select Car" menu:

- To change the height of your car, hold C♥, press C®, release both, hold C®, press C♥. Repeat up to four times for different heights.
- To change the size of your vehicle's front tires, hold C[®], press C[®], release both, hold CD, press CD. Repeat the code for different tire sizes.
- To change the size of your vehicle's rear tires, hold C®, press C®, release both, hold C®, press C®. Repeat the code for different tire sizes.
- To start your vehicle on fire, hold C® and press Z four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.
- To change your car into a mine, press CD, C⊕, Z, C♥, C⊕, Z, C⊕, C⊕.
- To change the color of the fog in the game, hold Z and press C♥ three times; repeat the code to get different colors.

Extra Camera Angles

While driving with one of the two "external" camera angles, hold the L button and press Up or Down on the D-pad to change the distance between the camera and your vehicle. Drive at Night

During the game, press START to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing Left or Right, If you hold all four C buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy

SNOWBOARD KIDS

Cheat Code

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press Down, Up on the analog joystick, then Down, Up on the D-pad, then C♥, C♠, L, R, Z, then Left on the D-pad, C♠, Up on the analog joystick, B, Right on the D-pad, C③, START; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code

At the title screen, carefully enter the following code: Press Z, B, C®, Down on the D-pad, Left on the analog joystick, Right on the analog joystick, Up on the D-pad, R, Z, A. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

Cheat Menu

Choose "Enter Cheat" from the main men and enter the passcode "BOBBYBIRD", This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions
When the DMA logo appears at the begin-

ning of the game, hold the A button to change the logo animation to a slightly different sequence. Hold the B button instead for a longer logo scene. Stage Select

At the Bank Select menu, enter any of the following codes to unlock the game's levels Note: You must enter the codes quickly-and use the D-pad, not the analog stick

Unlock all Euro Eden levels-Up, Down, L. Z. Down, Up, Z, Down

Unlock all Arctic Kingdom levels-Up, Down, Z, L, Down, CD, Z, Down

Unlock all Jungle Safari levels-Up, Down, L. Z, Down, C, Z, Down Unlock all Desert Adventure levels-Up.

Down, L, Z, Down, Left, Z, Down Unlock "Big Celebration Parade"—Up, Down, L, Z, Down, Right, Z, Down

Unlock secret shoot-'em-up level-Down, Up, Z, L, Down, Left, Z, Down

STAR WARS: EPISODE I RACER

Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "RRTANGENTABACUS" by holding the Z button and pressing L to select each letter. Note that this procedure is not the same as choosing letters with the A button; if you hold Z and select letters with L, your code will appear in much smaller letters in the lower left corner of the screen. Also. you must complete the code by continuing to hold Z as you highlight "END" and press L; the letters "OK" will appear in the corner of screen if you've entered a code properly. With this code in place, release Z and enter your initials. Next, start a race and press START to pause. At the pause menu, press Left, Down, Right, Up on the D-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press A to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands any time during a race:

- Hold Up on the D-pad to fast-forward
- · Hold Down on the D-pad to reverse at high speed
- Press Right on the D-pad to self-destruct
- · Hold Left on the D-pad to make your vehicle
- Hold 7 + Left on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races) Special Control Scheme

Using the procedure described above under "Cheat Menu", enter the passcode "R R D U A L" at the "Please Enter Your Initials" screen and remember to choose "END" with the Z and L buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing Up on the joystick propels you forward, press Down to steer. The controller ports are assigned as follows:

Player 1, left pod: Controller 1 Player 1, right pod: Controller 3 Player 2, left pod: Controller 2 Player 2, right pod; Controller 4

Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on. For best results, make sure you have all of the necessary controllers connected to the N64 before you turn the machine on

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

A C E—Higher difficulty B L A M E U S—Group shot of developers

CHICKEN—Access bonus level

CREDITS—See the game's credits DEADDACK-Unlocks all stages at the Se-

lect Level screen DIRECTOR—Enables "Showroom" menu

at the Options screen F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen

H A R D R O C K-Alternate title screen (start a game and guit to see it)

I G I V E U P—Infinite lives
K O E L S C H—Changes the V-Wing into an

M A E S T R O-Enables the "Concert Hall" option at the "Showroom" menu

R A D A R-Alternate radar

O U G H G U Y-Finish levels with 0:00 com pletion time, all friendly saves and bonuses

T.L.F.D. U.P-With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press Up to access the TIE Interceptor

Unlock Naboo Starfighter

Choose "Passcodes" from the Options menu. Enter the code "HALIFAX?" and select 'Enter Code," then enter the code "! Y N G W I E I" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from Star Wars Episode I: The Phantom Menace has been permanently added to the list of available ships.

STAR WARS: SHADOWS OF THE EMPIRE

Enter your name as "_Wampa___Stompa" or use the "Rename" option to change your name to this. Note that there's a space before 'Wampa" and two spaces before and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press START to pause: when the pause menu appears, hold $L + R + Z + C \oplus + C \oplus$ Left on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left-not all the way to the eft—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right-not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use L and R to scroll through the different cheat codes and press A, B or START to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press Up on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press Down to deactivate.)
- Teleport (to another location in the current stage)
- · (Skip to) Next level
- · (Restart) This Level
- (Return to) Previous Level

• Wall Ghost (Press Up on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors. Press Down to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter
Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press START to CF; with all of those buttons held down. press Up and Down on the joystick to change your ship to an X-Wing or Imperial TIE

Control Enemy Characters & Vehicles
Enter your name as "_Wampa___Stompa"
or use the "Rename" option to change your
name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press START to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

In the "Battle of Hoth" stage, play until the AT-STs appear, then hold C® and press Up, then press C® repeatedly until you see an over-the-shoulder view of an AT-ST. Press Left or Right on the D-pad to steer it or hold Up to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press C € to toggle

between the snowspeeder and the AT-ST.

In the "Escape from Echo Base" stage, hold C® and press Left on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold Down to attack. Once the code is in place, press C® to switch between Dash and the Wampa.

· Also in the "Escape from Echo Base" stage, hold C€ and press Right on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the Dpad to control the Snowtrooper; hold Down to fire. Once the code is in place, press Co to switch between Dash and the Snowtrooper.

• In the "Gall Spaceport" stage, hold C♥ and

press Left on the D-pad to control a Wampa or Right on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.

In the "Imperial Freighter Suprosa" stage, hold C® and press Right on the D-pad to control a Stormtrooper as described above.

In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold C® and press Right on the D-pad to control one of Prince Xizor's armored quards.

See the Ending

Enter your name as "__Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press START to return to the title screen; when it appears, point the analog joystick in the Up/Right position to see a photo of the game's creators.

Secret Codes

At the Select Event screen, Press C. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like

That just can't be fun." N 0 C R 4 S H—The bikes never crash B 1 G B 1 K 3 S—The bikes are big G 1 4 N T S—Giants on mini-bikes M 3 R C V R Y—Mercury gravity V 3 N V S—Venus gravity M 0 0 N-Moon gravity M 4 R S-Mars gravity JVP1TER—Jupiter gravity S4TVRN—Saturn gravity VR4NVS—Uranus gravity N 3 P T V N 3—Neptune gravity P L V T 0—Pluto gravity H 0 P-Add hop button M 0 R 3 C 4 M S—Extra camera modes NOR1D3R5-No riders on bikes

B L 0 C K M 3-Opponent riders get in your NOOFFTRACK-No more off track S K 1 P P 1 N G 0 K—No more getting reset

B 1 G S P R 4 Y-Bigger dirt spray

H 3 4 D L 3 S S—Headless riders

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you de-feat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc.—press C®, C®, C③, C⑤; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:

• To skip the current level, press START to

pause the game, then press C♠, C♥
• To refill your energy meter, press START to

pause the game, then press Z, R

• To refill your super-speed ability, press START to pause the game, then press R, Z

• To refill your freezing breath ability, press

START to pause the game, then press Z, L

• To refill your heat vision ability, press START

to pause the game, then press R, L For super punching ability, press START to pause the game, then press L, Z



Nintendo 64 tips

TARZA

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick): Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down. A new menu item, "Cheats" will appear. After entering this menu, you can press Right and Left to cycle through the different lists of stages.

TETRISPHERE

Secret Scene Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the RESET button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the RESET button.

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C⊕ + C♥ and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name" Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes; you'll find that you can now choose any stage to start on

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C® + C♥ and press the L button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

TONY HAWK'S PRO SKATER

Cheat Codes

At any time during gameplay, press START to pause the game, then hold down L and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.

Slow motion—Down, Down, C®, C®, Left
Fast motion—Right, Up, Down, Down, Up,

High speed—C®, Left, C®, C♥, Up, Down, Right
Add "Skip to Restart" menu item—C®, C®,

C♥, Up, Down 10 point stats—C®, C®, Left, Up, C®

13 point stats—C®, C®, Left, Up, Down Score x10-Down, Right, Up, Right, Up, Left,

Obtain all tapes—C[®], Left, Up, C[®], C[®], Right, Down, Up

Perfect balance—C®, C®, Left, C®, Right, Up, Down

Girl's picture—C, C, C, C, C, C, C, C, C

TOP GEAR RALLY 2

Secret Codes

Enter any of the codes below at the main menu. You may disable a code by entering it a second time. For the Hi Res Mode code, an expansion pak is required. Hi Res Mode—C③, C③, Left, L, L

Chubby World View—Z, C®, L, Up, Right No Depth View—Z, C®, R, Up, Right Speed Warp View—Z, C③, R, Up, Right Speed Based Aspect Ratio—Z, C④, L, Up, Right Intoxicated Al Cars—C®, C®, Right, Right, Down

No Damage or Failures—L, Z, START, Up, Up Bouncy Cars—C⊕, C⊙, R, Up, Left Award 100,000 Sponsor Credits in support van-L. Z. START, L. L.

Award maximum Championship Points in support van-L, Ca, Left, L, L Repair all car damage in support van—L, Z, R,

L. START

Toxic Waste Dump—C®, C®, R, L, Up Upside-Down World-C®, Z, START, Up.

Spinning World—R, C®, R, Up, Right Real Hills—L, Z, Left, Up, START Shadow Racer—C⊕, Z, Right, Up, Z Tall Car—C[®], Z, START, Left, Down Long Car—C[®], C[®], Right, Left, Left Giant Car—R, C®, R, Left, Up No Tires-R, C®, R, Down, Down Tires Only—C♥, Z, Right, Left, Right Monster Tires—C®, C®, Right, Down, Up Cylinder Tires—C®, Z, Right, Down, Right Wobble Tire-R, CD, START, Down, Z

TOY STORY 2

Level Select

At the main menu, press Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

TRIPLE PLAY 2000

Cheat Codes

At any time during the game, enter any of the following codes to affect the score, the ball/strike count or the number of outs:

 Three ball count—Hold L + R + Z and press Up, Down during the game

 Three outs—Hold L + R + Z and press Down, Up during the game

 Add one run to home team's score—Hold L R + Z and press Co, Co

 Add one run to the visiting team's score— Hold L + R + Z and press C●, C● Special Sounds

After hitting a home run during a game, press C®, C® or C® to hear the fans salute you with horns and whistles as you round the

TUROK: DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Show Credits".)
R B N S M T H—Invincibility

LKMBRD-Fly mode (use L + R to fly through the air; you can also walk through walls) T H S S L K S C L—Spirit Mode C M G T S M M G G T S—All Weapons * BLLTSRRFRND—Unlimited Ammo * FRTHSTHTTRLSCK—Infinite Lives GRGCHN—Big Head Mode **

D N C H N—Tiny Enemy Mode D L K T D R—Pen and Ink Mode LLTHCLRSFTHRNB—Purdy Colors SNFFRR—Disco Mode (enemies don't attack)

CLLTHTN MTN—Quack Mode T H B S T—Gallery (view the character's) F D T H M G S—Show Credits ***
N S T H M N D N T—Show Enemies (on map)

"The Big Cheat" At the "Enter Cheat" menu, input the code
"N T H G T H D G D C R T D T R K". This acti-

vates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

TUROK 2: SEEDS OF EVIL

Cheat Codes

Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off.

UBERNOODLE—Big Head mode
HOLASTICKBOY—Stick mode
STOMPEM—Big Hands and Feet mode
PIPSQUEAK—Tiny mode
IGOTABEA—Pen and Ink mode LIGHTSOUT—Blackout mode FROOTSTRIPE—Fruity Stripe mode WHATSATEXTUREMAP—No textures HEEERESJUAN-"Juan's Cheat" A A H G O O—"Zach Attack Cheat ONLYTHEBEST—Warp to credits BEWAREOBLIVIONISATHAND— Unlocks all cheats

VIGILANTE 8

Cheat Codes

Choose "Passcode" from the Options menu and enter any of the following codes to get different effects:

A _ M O O N _ G E T A W A Y—Reduce gravity

LIVING_FOREVER—Invincibility

MIX_MATCH_CARS—Allows multiple players to choose same vehicle, and to choose vehicle belonging to enemy gang in twoplayer Quest mode

MISSILE_ATTACK—Enhanced missile I _ A M _ T O U G H _ G U Y—Hardest difficulty level

G O $_$ R E A L L Y $_$ S L O W—Slow motion mode

MAX_RESOLUTION—Ultra high-res display mode

_ NO _ LIMITS—No weapon delay FIRE

when firing LEVEL_SHORTCUT—Unlocks Sand Factory and Secret Base levels

GANGS_UNLOCKED—Unlocks all vehicles except flying saucer G I M M E _ D A _ A L I E N—Unlocks flying

J T B T 7 C F D 1 L R M G W—Unlocks every-

thing
POPULATION_OUT—After entering this code, select Arcade mode. Select a location, then choose your player. At the "Choose Enemies" screen, change the number for each enemy to "-"; this will eliminate all of the enemies. Press A to accept and start the game.

LONG_SLIDESHOW—After entering this code, select "Game Status" from the Options menu and highlight any of the unlocked characters. Press A to activate an uninterrupted slide show for all of the characters. Once you activate the slide show, you cannot back out of it unless you switch off the N64.

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press A twice. Next, press the L and R buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press A again immediately after entering the code. For the "Unlock Ultra rez" code. you can switch to the Ultra resolution via the menu that appears while the game is paused. Unlock all characters—LLA_KCOLNU

Invincibility—ELBICNIVNI Max. stats—LLA_DORTOH Unlock Ultra rez (requires expansion pak)-

GO MAX REZ Faster firing rate—RAPID_FIRE

Slower gameplay—GO_SLOW_MO Higher suspensions—JACK_IT_UP Faster cars—MORE SPEED Heavier cars—GO_RAMMING Quick start in Arcade Mode—QUICK_PLAY Play alone in Arcade Mode—HOME_ALONE No gravity—NO_GRAVITY Big wheels—GO_MONSTER

Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY Super missiles—BLAST_FIRE Attract enemies—UNDER_FIRE

same cars in multi-player-MIXED CARS

Secret Passwords

Enter any of the following passwords at the Pay-Per-View Password screen: PLYHDNGYS—Hidden wrestlers unlocked C B C K R M S—Special area select CHT4DBST—Quest cheat enabled DPLGNGRS-Doppleganger select en-N G G D Y N L N-Test Case 1 unlocked

PLYNTRCLSC—Classic Nitro setting PRNTMMNTM-Momentum print en-PRNTSTM N—Stamina print enabled

M K S P R C W S—Bionic created wrestlers v K h # J \$ = J O L m F s—World War III @ K c X K F = W ? j ^ p F—Starrcade r J P m B 6 I f M I k \$ B—Superbrawl t d ^ p K R m Z - < y L—Halloween Havoc M S K D L T L R Y—Thursday Thunder (Enter "Hidden wrestlers unlocked" password first)

2 J J h K X d J F m 4 k B—Uncensored PPV Mode unlocked

@ J H k f y I B w f Q Q F—Spring Stampede

WINBACK

Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly.

Unlock Trial mode-Up, Down, Down, Right, Right, Right, Left, Left, Left, hold Co and

Unlock Max Power Mode—L, C®, C®, C®, C③, C⊕, C⊕, C⊕, C⊕, L + START.

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Left, Left, Left, Left, hold C® and press START.

Main Menu Codes

Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deac-

tivate a code, just enter it again: Unlock Piranha II team—Hold L + R + Z and

press $C \otimes$, $C \otimes$, $C \otimes$, $C \otimes$, $C \otimes$ Power-up weapons—Hold L + R + Z and press

C③, C⑨, C⑦, C③, C⑨, C⑨, C⑧ In-Game Codes

Each of these codes can be entered during a race: the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused; if you do so, you won't see the green flash until you unpause. To deactivate a code, just enter it

Race doesn't end when timer expires—Hold I + R + Z and press C[®], C[®], C[®], C[®], C[®], C[®], C③. C⑦

Infinite shield energy-Hold L + R + Z and press C®, C®, C®, C®, C®, C®, C®, C® Unlimited weapons—Hold L + R + Z and press C♥, C♥, C④, C⊕, C⊕, C⊕, C⊛

WORLD DRIVER CHAMPIONSHIP

Unlock All Teams & GT2 Cars

At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): Z, Right, Z, Z, Z, B, CT, A, Right, START. Now all of the teams and their cars will be available. Unlock All Sydney Tracks

From the main menu, select "Championship." Next, select "New Game." enter "FROZEN-SKY" as your name. When you exit back out to the main menu, all the Sydney tracks will be available.

During game play, press Up, Up, Up, A, Left, A, A, A. The camera view will immediately change after entering the code correctly.

XENA: WARRIOR PRINCESS

Secret Codes

At the main menu, press Right, Right, Left, Left, Right, Left, Right on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following

Unlock Despair—C③, C⊕, C④, C⊛ Unlock Bunny Despair—C, C, C, C, C, C Let Xena battle Gabrielle in Quest mode—C⊙, C®, C®, C® Unlock "Titan" difficulty level—C⊕, C⊕, C⊕,

Battle Codes

At any time during a battle, hold down the Target button (Usually A) and press Right, Right, Left, Left, Right, Left, Right on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target

Ice Fighters—Strong Punch, Strong Punch, Target Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak

Kick, Target One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak

Kick, Jump

Weak Kick, Crouch

Big Heads—Crouch Big Feet—Jump Snow Fighters-Strong Punch, Strong Punch, Crouch

Red Nose—Weak Punch, Weak Punch, Target Purple Nose-Weak Punch, Weak Punch,

Green Nose-Weak Punch, Weak Punch, Jump Green Nose—Weak Punch, Weak Punch, Junip Icy Stage—Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Target Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick,

PlayStation tips



3XTREME

Cheat Codes

At the main menu, highlight "memory card" and press Right or Left to access the "codes" option. Now you can enter any of the following codes to access special features:

trixxy—Unlock all courses in Freestyle mode

v o u y e u r—Unlock all courses in Exhibition mode

astromen—Unlock three alien characters whiteline—Unlock white car r e d l i n e-Unlock red car

b I u e I i n e—Unlock blue car I u g n u t—Unlock Lug Nut (like Frankenstein) d o m i n i q u e—Unlock Dominique (like Bride of Frankenstein) t p-Unlock TP (mummy)

AKUJI THE HEARTLESS

Debug Menu Pause the game, then hold L2 or R2 and press Left, Up, Up, △, Right, □, Left, △, Up, Down, RIght, Right. This gives you access to the level Invincibility

Pause the game, then hold L2 or R2 and press Right, Right, Left, △, ×, Up, ○, Left. Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold L2 or R2 and press Left, \triangle , Left, Left, ○, Left, △, Right, ○, Up, Up, Down

ALEXI LALAS INTERNATIONAL SOCCER

Unlock Secret Teams

From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. You'll hear a special sound effect after entering a correct code. When you unlock the first secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear within the Secret category.
Brazil 1970—R1, R1, R1, Right, Right

Die Mannschaft—R2, R2, R2, Right, Right England 1966—L1, L1, L1, Right, Right Time-L2, L2, L2, Right, Right Aus Asia Stars-R1, Up, Up, Right, Right Africa Stars—R2, Up, Up, Right, Right Oranje—L1, Up, Up, Right, Right Azzuri—L2, Up, Up, Right, Right

Level Skip
Go to the password screen and enter the password "GOLVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "GOLVL34".) Highlight "Accept" and press the X button; you'll see the words "Cheats Activated" or the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. Enter the password "GOLVL35" to see the ending of the game.

Cheat Mode

Enter "1G0TP1NK8C1DB00TS0N" as your password, highlight "Accept" and press the X but-ton; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

ANDRETTI RACING

Secret Cars

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARSI". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle.

Secret Options Menu

At the Pause menu, highlight "Race Statistics", hold the O button and press X. You'll get a secret menu that allows you to adjust many different parameters of the race, including drafting, tire wear, centrifugal force and the speed of your opponents' cars.

Cheat Codes
At any time during the game, press START to pause, then enter any of the following codes: Invincibility—Hold L1, press Down, Up, Left, Left, △, Up, Right, Down
All Weapons—Hold L1, press □, O, Up, Down,

Infinite Lives—Hold L1, press △, O, X, □ Restore Health—Hold L1, press X, △, ○ See Programmers' Debug Info-Hold L1, press Down, Down, △

Stage Select—Hold L1, press △, Up, ×, Down (this code adds a stage-select option to the "Paused" menu as well as the main menu)

ARMORED CORE: MASTER OF ARENA

Fix Camera's Position

At any time during gameplay, press O + X + START. The game will pause. When you press START again to unpause, the camera will be fixed at its current position. Pause and unpause the game once more to return the camera to its normal behavior.

First Person Camera View

At any time during gameplay, press $\triangle + \Box +$ START. The game will pause. When you press START again to unpause, the camera will move to a first person view. Pause and unpause the game once more to return the camera to its normal behavior.

ARMORED CORE: PROJECT PHANTASMA

Fixed Camera

While in the middle of a mission, hold O + X and press START to pause the game. Press START again to return to the game and the camera will stay fixed in place. Pause and unpause the game to return the camera to normal.

1st Person View

While in the middle of a mission, hold $\triangle + \Box$ and press START to pause the game. Press START again to return to the game; the camera will now give you a first-person view. Pause and unpause the game to return the camera to normal.

Change Raven's Nest Background

From the main menu, select "Garage", then select "Edit Emblem". While you are in this mode, hold L1 + R1 and press SELECT. The background texture will change to whatever is the current emblem.

ARMY MEN: AIR ATTACK

Passwords

Unlock all Copilots-Up, Down, Up, Down, Up, Down, Up, Down

Unlock bonus ending cinematic—□, Down, X, Down, Right, Right, Up, Up –×, Down, Left, Left, □, O, O, Right

Mission 4—Down, Down, D. D. Left, Right, O.

Mission 5-Right, Right, X, O, Down, Up. Down, Up Mission 7—□, O, X, □, △, Left, Up, Right

Mission 8-Right, Down, Left, Up, △, Down,

Mission 9—O, O, Right, Up, Right, Up, X, > Mission 10-X, Down, Down, Down, Down, X. Left. Right

Mission 11—△, Up, O, Down, □, Left, ×, Right Mission 12—Up, Up, △, △, Left, Left, ○, ○
Mission 14 (2-player)—Left, Down, Left,

Down, □, O, □, O Mission 15—□, Right, Left, O, O, Up, Down, □ Mission 16-Down, Up, Down, Up, A, O, A,

ARMY MEN: SARGE'S HEROES

Unlock All Levels

At the main menu, hold L1 + R1 + and press Up, Down, Left, Right. After entering the code correctly, you'll hear a special sounci ef-

All Weapons & Infinite Ammo

At any time during gameplay, press START to pause, then press \square , O, R1, L1. You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

ASTEROIDS

Cheat Codes

Enter any of these codes at the title screen while the words "PRESS START" are flashing: Unlock Secret Excalibur Ship—Hold SELECT and press \triangle , \bigcirc , \bigcirc , \triangle , \square , \bigcirc , \square

Stage Select/Invincibility—Hold SELECT and press \Box , \triangle , \bigcirc , \triangle , \triangle , \bigcirc , \bigcirc (With this code in place, start the game, then hold SELECT and press START to access a secret menu that allows you to select any stage or turn the "Colli-sion" off to become invincible. Once you've picked a starting stage, press L1 to warp there)

Unlock "Classic Asteroids" Game—Hold SE-**LECT** and press \bigcirc , \bigcirc , \bigcirc , \triangle , \square , \square , \bigcirc

"Classic Asteroids" Codes

While playing "Classic Asteroids," press START to pause the game and enter any of the following cheat codes whenever necessary: One extra life—Up, Down, Left, Right, O, □,

99 Lives—Up. X. Down, △. Left, □. Right, ○ Invincibility—Down, Down, Up, Up, O, \square , \triangle , \triangle

BATMAN FOREVER: THE ARCADE GAME

Batman's Special Moves & Combos Lunge Grab—→ → + Punch Hop Kick—→ → + Kick Uppercut—↓ ¾ → + Punch

Sliding Kick—↓ ≥ → + Kick Roundhouse Kick—← → + Kick

Block-Hold Punch + Kick (Move D-pad to evade)

Taser Combo—With taser, Hop Kick, Hop Kick, Hop Kick (repeat)

Long Combo—Roundhouse Kick, Punch, Punch, Sliding Kick, Kick, Uppercut, Punch, (repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)

Robin's Special Moves & Combos Palm Strike—→ → + Punch Flick-Flack—→ → + Kick Flash Kick—↓ → + Kick
Reverse Flash Kick—← → + Kick Jump Kick—Jump, Kick (no kidding)

Twist Kick-Jump, ↓ + Kick Block-Hold Punch + Kick (move D-pad to evade)

Taser Combo—With taser, Flick-Flack, Flick-Flack, Flick-Flack (repeat)
Long Combo—Flash Kick, Punch, Punch, Kick, Kick, Punch, Punch, Flash Kick (repeat Flash

Kick until frenzy) Tips & Secrets

• If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you.

If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears. Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter.

 When the Monarch Bat makes its sweeping attack, press Punch + Kick to block; you won't take any damage. However, blocking will not protect you from the bat's fire attack.

• At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" screen within the "Game Setup" menu: All tanks on—THRTN

All weapons on—SRTHMB Level Select on—B C K D R Lots of tank bucks on—DPPCKTS Brandon gang on—S M S L G N G Cassandra gang on—N S T Y G R L

BLACK DAWN

Secret Deathmatch Mode

At the main title screen, hold SELECT + R2 on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player Combat game, complete with "wraparound" screen. Access All Levels

At the main title screen, hold Left + L2 and press SELECT; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

Maximum Fuel & Ammo

Press START to pause the game, then press SE-LECT, L2, SELECT, R2, \triangle , \triangle , \triangle , \bigcirc .

Acquire Wingman
Press START to pause the game, then press SE-LECT, L2, SELECT, R2, \square , \square , \bigcirc

Maximum Weapons Press START to pause the game, then press SE-LECT, L2, SELECT, R2, L1, L2, R1, R2.

Upgrade Gun
Press START to pause the game, then press SE-LECT, L2, SELECT, R2, SELECT, SELECT, SELECT. Upgrade Current Weapon

ess START to pause the game, then press SE-LECT. L2. SELECT. R2. L1. L1. R1. R1. Complete Current Mission

Press START to pause the game, then press SE-LECT, L2, SELECT, R2, \triangle , \triangle , \triangle , Down, Down,

BLAST RADIUS

Secret Levels

At the main menu, press L1, Left, L2, Down, SELECT, Left, Down, R2, R2, R2, SELECT, Up. You will hear a sound if done correctly. Enter the game and you will immediately have access to four secret levels. Note that this code cannot be used at the same time as any of the following three codes.

Programmer Backgrounds

At the main menu press Down, Up, L1, Right, L1, Up, Right, SELECT, Right, R2, L1, L2. You will hear a sound if done correctly. Now you can see the programmers' faces floating in space (if you have not already entered the Secret Levels code; see note above).

Powered Up Ships and Sector 5

At the main menu press Right, L1, Up, Up, Down, Right, R2, L2, R2, Down, Up, Down. Select any ship, start the game, then guit out of the game. Now all ships will be powered up and Sector 5 will be available (if you have not already entered the Secret Levels code; see note above)

Wraith Ship and Sector 8

At the main menu press Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up. This code nay not work if you have already entered the Secret Levels code (see note above).

BOMBERMAN WORLD

Secret Passwords

Choose "Game Mode" at the main menu. then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special fea-

3 6 3 6—Unlocks two extra stages in Battle

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold R1 + L2 on Controller 2 and rapidly tap the SELECT button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen; an F-16 and a stealth fighter.

BUGS BUNNY: LOST IN TIME

Unlock All Stages At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold L2 + R1 and press \times , \square , R2, L1, \bigcirc , \times , \square , \square , \square . You'll then be able to enter any stage.

BUST-A-MOVE 4

Secret Codes

Each of the following codes should be entered quickly at the title screen, while the "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one:

Access All Characters—Right, Right, △, Left, Left

This code unlocks all of the hidden characters-Monsta, Woolen, Maita, Packy, Dreg and Madam Luna-if you haven't already earned them.

 Tarot Reading—Up, △, Down, △, Up This code adds a new option called "Tarot

Reading" to the Option menu. • "Ura" Puzzle Mode— \triangle , Left, Right, Left, \triangle This code gives you a completely different col-lection of puzzles in the game's "Puzzle"

-□, Up, Left, Down, "Talk Demo" Mode Right, Up, □, Down, Left, Up, Right, Down, □ Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

Unlock All Stages

Choose "Adventure" from the main menu. When the stage select screen appears, press R1, R1, R2, R1; now you can choose any stage. Extra Lives

Start a game in Adventure mode, then press START to pause. At the pause screen, press L1, L1, L2, L1; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing Right on the D-pad at the "Paused" screen. Level 8-QSP%n@jhfnWv Level 9-QSP%n@jhfkms Level 10-C Ed W 1 z x v t S H k

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

From the main menu, select "Championship, then press X twice to reach the "Name Entry" screen. Enter any of the passwords below at this screen. Note the spaces between words. Unlock all classes—ALL EVENTS Unlock all tracks in Single Race mode-

DIRT TRACKS Big head—GROSSE TETE

Unlock Fox Movie in "Extras" screen-LIVE ACTION

CIRCUIT BREAKERS

At any point in the middle of a race, press START to pause the game and select "Op-tions." Then select "Sound" and move the cursor to "FX Volume." Next, press L1 + L2 simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game. Backwards Tracks

At the track selection screen, press L2 + R2 + X + Down simultaneously. A U-turn arrow will flash on the screen.

COLIN MCRAE RALLY

Cheat Codes

From the main menu, select "Championship," "Rally," or "Time Trial." Then select your drive train and car and select "Continue." When the "Enter Your Name" screen appears, input any of the codes below as your name. You'll hear a voice say "Cheat code enabled" upon entering a correct code. The Jelly car code does not work in Championship mode.

Race at night—NIGHTRIDER Race in fog—PEASOUPER 60 fps mode—SILKYSMOOTH Fast acceleration—BUTTONBASH Double engine power—M O R E O O M P H High-pitched co-driver-H ELIUMNICK Turbo boost—KITCAR Rear wheel steering—FORKLIFT Four wheel steering—TROLLEY Low gravity—M O O N W A L K Unlock all courses—O P E N R O A D S Unlock all cars—S H O E B O X E S Small cars—D I D D Y C A R S Hovercraft cars—HOVERCRAFT Metallic cars—TINFOILED Jelly car—B L A N C M A N G E Mirror tracks-WHITEBUNNY

COLONY WARS III: RED SUN

Secret Passwords

From the main menu, select "Logon." At the Logon menu, press R2, R2, L2, L2, R1, R1, SE-LECT, SELECT. After entering the code cor-rectly, a new item called "Cheat" will appear in this menu. Within this screen you can enter any of the following passwords. After entering a correct password you must select "Accept Password." Note the uppercase characters and spaces in some of the passwords. Enable "Complete Mission" and "Fail Mission" items in pause menu—Quickie Enable "Hub Selection" item in the Logon menu—Move House

Weapons never overheat—ROCKWROK Invincibility—Awrate Infinite ammo for secondary weapons-

Slv n Devious Infinite afterburner—Jalferezi All parts available for purchase—Armoury

All ships available for purchase—

Greyam Beard All parts and ships cost 0 CR—Break and Enter Own all parts—Big Daddy

COOL BOARDERS 4

From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating." Unlock all Mountains—I C H E A T Unlock all Special Events—I M S P E C I A L

COURIER CRISIS

Secret Characters

Choose the memory card icon from the main

menu, then select "Load" and access the "Password" option. Enter the password "SAV-AGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.

CRASH BANDICOOT

Enter the following special password to gain access to any stage with all gems and keys collected:

 $\triangle \triangle \triangle \triangle \triangle \times \Box \triangle \triangle$ ΔΔΟΧΔΟΔΔ $\Delta O \Box \Delta X X X X$

CRASH BANDICOOT 2 CORTEX STRIKES BACK

10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives. Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the O or R1 button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level

Bring Back Bosses If you've already defeated a boss but you want to fight him again just for fun, hold the Δ button when using the platform to move between the different floors of the warp

CRASH BANDICOOT: WARPED

Secret Stages
In Level 14: Road Crash, watch for a road sign on the left side of the road that displays ar alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running to-ward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to Level 32: Eggipus Rex.

CRASH TEAM RACING

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."

Unlock Penta Penguin—Hold L1 + R1 and press Down, Right, △, Down, Left, △, Up Unlock Ripper Roo—Hold L1 + R1 and press Right, O, O, Down, Up, Down, Right Unlock Dr. N. Tropy—Hold L1 + R1 and press Down, Left, Right, Up, Down, Right, Right Unlock Papu Papu—Hold L1 + R1 and press Left, △, Right, Down, Right, O, Left, Left,

Unlock Komodo Joe-Hold L1 + R1 and press Down, O, Left, Left, △, Right, Down Unlock Pinstripe-Hold L1 + R1 and press Left, Right, △, Down, Right, Down

Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold L1 + R1 and press Right, Right, Left, △, Right, Down, Down

Super Turbo Pads—Hold L1 + R1 and press △, Right, Right, O. Left

Infinite Bombs—Hold L1 + R1 and press △, Right, Down, Right, Up, △, Left Infinite Wumpa Fruit—Hold L1 + R1 and press

Down, Right, Right, Down, Down Infinite Masks—Hold L1 + R1 and press Left, \(\triangle \), Right, Left, O, Right, Down, Down Invisibility—Hold L1 + R1 and press Up, Up, Down, Right, Right, Up Unlock Scrapbook—Hold L1 + R1 and press

Up, Up, Down, Right, Right, Left, Right, △,

CROC: LEGEND OF THE GOBBOS

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected: LLLLDRRLLDRDLUR

At the title screen, hold L1 and press \triangle , Left, Left, Right, \square , Up, Up, Left, \bigcirc . You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing L2 + R2 simultaneously. Infinite Crystals

At the title screen, hold L1 and press , , , O, Down, Left, Right, Left, Right. You'll hear a sound effect to confirm the code. With this code in place, hold R2 at any time during the game and press 🗆 to add 100 crystals to your

CYBER TIGER

To reach the Passcode screen, press O at the

Unlock Cyber Badlands-H A R E S O Unlock Cyber Canyons—N A M O P I Unlock Cyber Sawgrass—S E C A R E Unlock Cyber Summerlin—P O R A S O Unlock all courses-P O O A K I

DARKSTALKERS 3

Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT but-ton five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle. Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors Talbain

At the character-select screen, highlight Talbain, hold the SELECT button and press all three Punch or all three Kick buttons simultaneously.
Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the SELECT button and press any

DEMOLITION RACER

At the main menu, press X, X, \square , \square , \triangle , \triangle , \bigcirc , O. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

3rd Person Mode Cheats

At any time during gameplay in one of the "third person" levels, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it. Skeleton mode—O, \Box , \triangle , \triangle , \Box , O Pop top mode— \Box , \Box , O, O, R1, R1 Big head mode-R1, R1, L1, L1, A, A

Electric mode—□, □, L1, L1, R1, R1 Invincibility—△, △, ○, ○, L1, L2 All weapons—L1, L1, R1, R1, ○, ○ Infinite ammo— \square , \square , \bigcirc , \bigcirc , \bigcirc , \bigcirc , L1, L1 Disable laser sight—L1, L1, \triangle , \triangle , L1, L1 Slow rockets—L1, R1, R1, L1, △, □ First Person View— \bigcirc , \bigcirc , \triangle , \triangle , \square Gun Mode Cheats

At any time during gameplay in a Gun level, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left cor-ner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it

Invincibility-A, A, O, O, L1, L2 All weapons—L1, L1, R1, R1, O, O Infinite ammo—□, □, O, O, L1, L1 Auto reload— \square , \square , \triangle , \triangle , \triangle , \bigcirc , \bigcirc Slow motion— \triangle , L1, \triangle , L1, \triangle , L1 Slow rockets—L1, R1, R1, L1, \triangle , \square Driving Mode Cheats

At any time during gameplay in a Driving level, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place im-mediately. You may enter any code a second

time to disable it. Invincibility— \triangle , \triangle , \bigcirc , \bigcirc , \bigcirc , L1, L2 Infinite Nitro—L1, L1, R1, R1, O, O Infinite time—L1, R1, □, □, R1, L1 Rain mode—□, □, L1, L1, △, ○ Invisible car body-L1, R1, R1, L1, L1, R1 Debug Menu

At the main menu, press L1, L1, O, O, □, □. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

DRIVER

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title

Credits (Watch the ending credits)-L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1
• Invincibility—L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1

 Immunity (Police never chase you)—L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2

· Rear Wheel (Car has rear wheel drive)-R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1 Minis (Cars appear much smaller)—R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2 Stilts (Extremely long suspension)—R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1

Antipodean (Screen appears upside-down)—
 R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1

DUKE NUKEM: TIME TO KILL

Press START during the game to pause, then enter any of the following codes at the pause screen:

Invincibility-L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT Invisibility—L1, R1, L1, R1, L1, R1, L1, R1, L1,

Double Damage—L2, R2, L2, R2, L2, R2, L2, R2, L2, R2

Big Head Enemies-R1, R1, R1, R1, R1, R1, R1,

Tiny Head Enemies-R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, Right

Enable Level Select at main menu-Down. Down, Down, Down, Down, Down,

Down, Down, Up All Weapons-L1, L2, Up, L1, L2, Down, R1, Right, R2, Left

Unlimited Ammo-Left, Right, Left, Right, SE-LECT, Left, Right, Left, Right, SELECT All Inventory-R1, R1, R1, R1, R1, L2, L2, L2,

All Keys-Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

Reveal Entire Map

During gameplay, move the cursor to your team icons and press X at each icon in this order: \Box , O, X, \triangle , \triangle , \Box . If you enter the code correctly, the words "CHEATER!" will appear

EAGLE ONE HARRIER ATTACK

Secret Codes From the main menu, select "Options," then enter any of the following codes. You'll hear a special sound effect after entering a correct code.

Unlock all missions-R1, L1, R2, L2, START Infinite ammo—R1, L1, R2, L2, R1 God mode—R1, L1, R2, L2, L1

PlayStation tips



FEAR EFFECT

Cheat Codes

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code

One-Hit Kills-L1, \triangle , Up, Down, O, O, \triangle , \square , Down, R1

Expert Mode- Down, Down, Down, A, Down, Down, Down, □, Left, Right Instant Puzzle Solutions-L1, A, Up, Down, O,

O, O, Down, Down, Down, Up Infinite Health—L1, △, Up, Down, O, O, △, □, Right,

Max. Ammo—L1, △, Up, Down, O, O, △, □, Left. △

FIGHTING FORCE

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold Left + L1 + R2 + \square . After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

FIGHTING FORCE 2

Cheat Mode

Hold L1 + L2 + R1 + \triangle + Left and press \times at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear. Choose any level and you'll find that you're partially in-vincible and have infinite ammo for any weapon you pick up

FISHERMAN'S BAIT

Total Count List

At the title screen, press Up, Up, Down, Down, L1, R1, L1, R1, X, O, START, Next, select "Options,", then press SELECT. The Total Count List screen will appear.

FORSAKEN

Secret Cheat Menu

At the main menu, highlight "Options" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

FROGGER

Stage Select

During gameplay, press START to pause, then press Right, \Box , \triangle , \Box , \triangle , R1, L1, R1, L1, O. When you return to the "Select Level" screen, all of the stages will be unlocked. Infinite Lives

During gameplay, press START to pause, then press Right, \Box , \triangle , \Box , \triangle , \times .

GHOST IN THE SHELL

At the main menu, press R2, R1, D, D, Up, Down, \square , \square , R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO

Cheat Codes

Press at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:
• Enter the name "W E Y H E Y" to start with

9,999,990 points.

. Enter "B L O W M E" to have your character's map coordinates displayed on the screen

while you play.
• Enter "E A T T H I S" to max out your "Wanted" level

• Enter "T H E S H I T" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

GRAND THEFT AUTO: LONDON 1969

Start a new game. At the character-select screen, press I to change your character's name to any of the following words. The effects of these codes are cumulative, so you can enter one code, then exit the game and

enter another to combine effects. S W E E N E Y—Display coordinates on the screen

GRASS—No police

O L D B I L L—Maximum filthometer SIDEBURN—Bonus multiplier starts at x5 BIGBEN-Start with 9,999,990 points MCVICA R-Start with 99 lives

RAZZLE—Stage select HAROLDHAND—Activates all of the above, plus all weapons with infinite ammo and all items

GRAND THEFT AUTO 2

Secret Codes

From the main menu, select "Play," then press X again to change your name to any of the codes below. You'll get no special confirma-tion after entering a correct code. Start with \$1,000,000-B | G S C O R E Start with all weapons and 99 ammo-N A V ARONE Start with x5 Multiplier—HIGHFIVE No Police—LOSEFEDS Display Coordinates—W U G G L E S Area Select—ITSALLUP Start with unlimited health—LIVELONG Start with maximum Wanted Level—D E S I R

GUILTY GEAR

Extra Difficulty Level

At the PlayStation logo screen, hold □ + R2 + L1 + Down while the game is loading. You'll hear a loud crash at the "Now Loading... screen to confirm the code; now the computer-controlled fighters will be much more

effective in one-player mode.
Secret Characters: Testament and Justice To access the Guilty Gear bosses, you must beat the game with any character. You may continue as many times as you like. Unfortu-nately, Testament and Justice are selectable only in the Versus and Training modes. Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

HEART OF DARKNESS

Cheat Mode Hold L1 + L2 + R1 + R2 on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu; in the treehouse, you'll find that you can now access any stage from the "Load Game" option or any movie scene from the "Show Cine-

HERCULES ACTION GAME

The Hero's Gauntlet-Hydra, Medusa, Shield, The Centaur's Forest-Centaur, Hercules head,

Minotaur, Archer The Big Olive-Centaur, Shield, Hydra, Her-

cules head The Hydra Canyon—Shield, Helmet, Shield,

Medusa's Lair-Archer, Pegasus, Archer, Centaur

Cyclops Attack—Helmet, Pegasus, Hercules head, Archer

Titan Flight—Soldier, Shield, Shield, Lightning Passageways of Eternal Torment-Medusa, Soldier, Centaur, Pegasus

Vortex of Souls-Soldier, Lightning, Soldier,

Watch All Full-Motion Video Scenes

Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press START to exit.

HOT SHOTS GOLF

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold L1 + L2 + R1 + R2 on Controller 2, then as soon as you see the screen flash bright white, quickly press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left on Controller 2. You must continue to hold all four L and R buttons during this process and you

must finish entering the code before the Hot Shots Golf logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

Mirror Courses

At the Course Select screen, highlight a course, hold L1 + L2, press X to lock in your selection and continue to hold L1 + L2 until the course loads. When it does, it will be a "mirrored" version of the normal course. Mirror Characters

At the Character Select menu, highlight a golfer, hold L1 and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa

HOT WHEELS TURBO RACING

Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time: Unlimited Turbos—R2, L1, □, △, R1, L2, L1, R2 Small cars— \square , R2, L2, \triangle , \triangle , L2, R2, \square Large tires— \square , \triangle , \square , \triangle , R1, R1, L2, L2 No graphic textures on cars-L1, R1, L2, R2, L1, R1, L2, R2

Alternate sound effects + announcer-R2, R1, L2, R2, □, △, L1, R1

Passwords Highlight "Sign In" at the main menu and press Left or Right twice to access the Password option. Enter any of the following passwords to unlock different features:

P W D T S T—Unlock all secret courses and se-cret vehicles except "Tow Jam" T W J M-Unlock "Tow Jam" vehicle

INVASION FROM BEYOND

Level Select

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo): L1, R1, L2, R2, △, ×, O, □, □, O, ×, △

All Ships & Weapons

Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):

L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up

IRRITATING STICK

Extra Lives

To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press Right on the D-pad four times. Highlight "Tournament" and press Right on the D-pad once. Highlight "Course Edit" and press Left on the D-pad twice. Highlight "Option" and press Left on the D-pad six times. Now highlight "1P Play" and press X. You'll hear the crowd cheer to confirm the code.

JACKIE CHAN STUNTMASTER

At the main title screen-while the words "PRESS START button" are flashing—press L2, □, △, O, ×, R2, R2; you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple. All Dragons Collected

At the main title screen—while the words "PRESS START button" are flashing—press L1, R2, L2, R2, \(\subseteq\), \(\times\), \(\times\); you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his Drunken Master costume.

Secret Video

At the main title screen—while the words "PRESS START button" are flashing—press Left, Right, R1, \bigcirc , \square , \triangle , \triangle ; the words "Bonus Movie PRESS X" will appear. Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

JUDGE DREDD

Secret Codes

To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:

I P E M O N ?—Deformed characters ? LOVESEXY?-See the ending

IBEDSTRAWI-10 credits IEIKKIN-Invincibility

KAGERO: DECEPTION II

When the words "Press Start" appear at the title screen, press R1 four times, then R2 six times; you'll hear a scream. Now you can find a new option called "Sound Test" at the main

KNOCKOUT KINGS 2000

Secret Boxers

From the main menu, select "Career" and enter any of the names below as your boxer's name. Note the spaces in some of the boxer GARGOYLE

SHMACKO ROSWELL O TIP TIM DUNCAN MARI ON WAYANS MARC ECKO JERMAINE DUPRI

LUNAR: SILVER STAR STORY COMPLETE

ED MAHONE

Hidden Game
Put the "Making of Lunar" CD in your PlayStation and turn it on. As soon as video begins to play, press Up, Down, Left, Right, \triangle , START. You'll access a secret minigame—similar to Atari's Warlords—for up to eight players.

View All FMV Scenes

After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of Lunar" CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded.

MADDEN NFL 2000

Secret Codes

Enter these codes at the "Secret Codes" screen under "System Options." You will receive confirmation each time a correct code is

PAINFUL-More injuries ROLLERGIRL—Fumblerooski PICKEDOFF—Prime time EXPRESSBALL—No interceptions S P R O N G—Super jump S M A C K D O W N—Super stiff arm FIRSTIS 2 0-20 yards to first down REFISBLIND-Blind referee MINIM E—David Vs. Goliath QBINTHECLUB-The QB is in the club VERTIGO-Ball camera WILDWEST-Dodge City: Old West Sta-

X M A S G I F T-Xmas Rush Stadium COTTONCANDY-Tiburon Bros. Stadium WEPUTITTHERE—Tiburon Stadium ITSINTHEGAME—EA Sports Stadium MOJOBABY—All '60s team LOVEBEADS—All '70s team COWBOYS-Fantasy Team: Marshals INTHEFUTURE—Fantasy Team: Industri-

1.5 M.O.R.E.M.I.N-Great Game 1: '81 Dol-

BUILDMONKEYS-Great Game 1: '81 Chargers G A M M A L I G H T-Great Game 2: '76

Raiders HACKCHEESE-Great Game 2: '76 Patri-

T U N D R A—Great Game 3: '97 Packers EARTHPEOPLE-Great Game 3: '97 Broncos

CHICKIN-Great Game 4: '85 Dolphins DOORKNOB-Great Game 4: '85 Bears PROFSMOOTH-Great Game 5: '90 Giants

S P O O N-Great Game 5: '90 Bills KAMEHAMEHA—Great Game 6: '86 Browns BLUES CREEN—Great Game 6: '86 Broncos CALLMES ALLY—Great Game 7: '88 Niners PTOMINFOGET-Great Game 7: '88 Bengals DONTGOFOR 2—Great Game 8: '72 Steelers GETMEADOCTOR—Great Game 8: '72 Raiders 5 T E A M P U N K—Great Game 9: '95 Steelers PREDATORS-Great Game 9: '95 Colts

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color,



PlayStation tips

make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select

· For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold Up on the D-pad for three seconds and press an action button before releasing Up.

For Iron Man, Psylocke, Captain America Shuma-Gorath or Blackheart, highlight the character, hold Down on the D-pad for three seconds and press an action button before releasing Down.

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any dif-ficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

 Dr. Doom—Press Down, Down, then press and continue to hold X, then O, then R1 (you should still be holding X and O when you

• Thanos—Press Up, Up, then press and continue to hold L1, then △, then □ (you should still be holding L1 and △ when you press □)
To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

 Dr. Doom—Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold X, then O, then R1 (you should still be holding Down + X + O when you press R1)

Thanos—Press Up, Up and continue to hold Up on the second press; wait three seconds, then press and continue to hold L1, then \triangle , then [] (you should still be holding Up + L1 + △ when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters:

 Armored Spider-Man—Highlight Spider-Man, hold SELECT and press any action but-

U.S. Agent—Highlight M. Bison, hold SE-LECT and press any action button

Shadow—Highlight Dhalsim, hold SELECT and press any action button

 Mephisto—Highlight Omega Red, hold SE-LECT and press any action button

Mecha-Zangief—Highlight Blackheart, hold

SELECT and press any action button Dark Sakura—Highlight the Hulk, hold SE-

LECT and press any action button
• Gray Hulk—Select Dark Sakura as described

above, then choose the Hulk as her partner EX Option Menu

From the main menu, select "Option." Next, press R1, O, Left, \triangle , \triangle very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the

MARVEL VS. CAPCOM

EX Options

At the main menu, move the cursor to "Option," then hold down SELECT and press START. The hidden EX Option menu will appear.

MEDAL OF HONOR

Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after each correct code Secret Screen 1—C O O L C H I C K Secret Screen 2—A J R U L E S Secret Steen 2—A T K UE 5 Secret Staff Photo Gallery—D W I G A L L E R Y Secret Team Gallery—D W I M O H T E A M Captain Dye Mode—C A P T A I N D Y E Mifty Multiplayer Power-ups—DENNISMODE
American Movie Mode—S P R E C H E N
Temperamental Tocsin—B R A D A L A R M
Wireframe Mode—T R A C E R O N 4x Firing Rate—I C O S I D O D E C Reflecting Shots—G O B L.U E Unlimited Ammo—B A D C O P S H O W Audie Murphy Mode—MOSTMEDALS

Unlock Mission 1 in the Gallery—INVASION Unlock Mission 2 in the Gallery-BIGGRETA Unlock Mission 3 in the Gallery—DASBOOT Unlock Mission 4 in the Gallery—STUKA Unlock Mission 5 in the Gallery—KOMET Unlock Missions 6 and 7 in the Gallery—T W O SIXTWO

Unlock Victory! in the Gallery-VICTORYDAY Unlock Mission 2—ZERSTOREN Unlock Mission 3—BOOTSINKT Unlock Mission 3—B G O I S I N K I
Unlock Mission 4—S E N F G A S
Unlock Mission 5—S C H W E R E S
Unlock Mission 6—S I C H E R U N G
Unlock Mission 7—G E S A M T H E I T Unlock Rosie in Multiplayer-WECANDOIT Unlock Kurt in Multiplayer—E VILKURT Unlock Jens in Multiplayer-INTHENAVY Unlock Johan in Multiplayer—TIREDJOHAN Unlock Jürgen in Multiplayer-DASBOOTY Unlock Manfred in Multiplayer—MANLYMAN
Unlock Karl in Multiplayer—S C A R Y K A R L
Unlock Felix in Multiplayer—H O O D D O W N Unlock Von Braun in Multiplayer—R O C K E T

Unlock Ernst in Multiplayer—ARTCRITIC Unlock Egon in Multiplayer—COOLSHADES Unlock Wolfgang in Multiplayer—HOODUP Unlock Müller in Multiplayer—BIGFATMAN Unlock Winston in Multiplayer-FINESTH OUR

Unlock Otto in Multiplayer—HERRZOMBIE Unlock Noah in Multiplayer—BEACHBALL Unlock Bismarck in Multiplayer—WOOFW OOF

Unlock Rizal in Multiplayer—I K E A N D K E N Unlock Panzerknacker in Multiplayer—N U T C RACKER

Unlock Steven in Multiplayer—SSPIELBERG Unlock Will in Multiplayer—PAYBACK Unlock Game Werks Theater in Multiplayer— MACOOCOO

Unlock Site Seeing Theater in Multiplayer—S PYSCHOOL

MEDIEVIL II

Cheat Mode

At any time during gameplay, press START to pause, then hold L2 and press A. O. A. O. O. △, Left, O, Up, Down, Right, O, Left, Left, △, Right, O, Left, Left. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the fol-lowing code carefully: Highlight MegaMan X, press the O button twice, press Left six times, then hold L1 + R2 and press START. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels. Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the R1 button, press Right six times, release R1, hold O and press START. When the game begins. Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MICRO MACHINES V3

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again: Low camera angle—Left, Right, □, O, Left, Right, □. O

Slow down computer cars—O, \triangle , \square , \times , O, \triangle ,

Пх Super speed—X, O, □, △, X, X, X, X

Super jumping ability—Right, Right, Down, Up, Down, Left, Down, Down

Change vehicles—Down, Down, Up, Up, Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—Up, Down, Down, \square , O, O, \triangle , X. With the Debug code in place, the following options become available: • Press \Box + \bigcirc + \triangle + \times to make all of the vehi-

cles on the track explode Hold SELECT and move the D-pad to tilt or

rotate the camera angle

• Hold SELECT and press L2 or R2 to zoom in

 Hold SELECT and press

to have the computer control your car

 Hold SELECT and press X to end the race with you in first place! "Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be

able to enter another name.

• Enter the name "GIMMEALL" to be able to access all tracks in multiplayer mode.

• Enter the name "CATLIVES" to start with

nine lives instead of three. Enter the name "3LIVES" to cancel this code.

 Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.

• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MISSION: IMPOSSIBLE

Secret Passwords

From the main menu, select "Load Game," then select "Password." Enter any of the fol-lowing passwords below. For some of the passwords, even though the game will say "bad password," they will still work. Just start a new game or load another one to see the effects.

View secret message—TTOPFSECRETT View any FMV sequence—S E E C O O L M O V

Slow-motion mode-I MTIREDTODAY Turbo mode—GOOUTTAMYWAY Super jump—BIONICIUMPER All people move without animation—S C A R EDSTIFFF

Level Passwords

Submarine Pen Area—A B E M J Q L N V T P G Russian Embassy—O G L I E S H V I R L L Russian Embassy 2—I Q D S N J N T O M C I KGB Warehouse-O O R F F S I T I M N I KGB Headquarters—E H N J H S U R W J M P KGB Headquarters 2—I G C J M J M V M R B I Security Hallway—G D P S I S J O W U A N Security Hallway 2—G Q O F I S K T L M A I Underground Sewage Plant-G G H I H S J V IMF Headquarters—I J E N M U N H O N C J

IMF Headquarters 2—I M Q P N H N K O S C M Infirmary—P B F R O U O P P W D B CIA Rooftop—P M G K P U P K Q S D M CIA Rooftop 2—K E J P P U P S R K E E CIA Mainframe Computer—P J G N O U P H Q NDJ

Waterloo Station—H D G G F P K Q M O B C Train—I G I L G P M L M Y B O
Train 2—H D G O F T K Q M O B C Train Roof—I G J D G T M L M Y B O Lundkwist Base—N G H S M G Q T X M G I Tunnel—MOEEOJGHVXJH Mainland-MKEHTISSVVID Gunboat—AFQMOJGPVTPG

MORTAL KOMBAT 3

During the opening demo-anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing R1 once, △ six times, × six times and ○ nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to con-firm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes. Secret Cheat Mode

During the opening demo, quickly press \times , \bigcirc , \triangle , R1, R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You will never win." Now press START; when the stone block appears with the word "KOMBAT" in red, press Up to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press X, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match"

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

. Player 1: Press Low Punch three times and Low Kick twice

· Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press START to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's end-ing sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom

of the screen, press Block and continue to hold it down.

2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.

3) Continue to hold Block + Run until the

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO Fatality When your opponent drops to his or her

knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off. Combos

3 Hits—High Punch, High Punch, Low Punch 5 Hits-High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits-High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick Cheat Passwords

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the fol-

lowing cheat codes:
• Enter "G T T B H R" for infinite lives Enter "N X C V S Z" to start with 10 Urns of

Vitality in your inventory
• Enter "C R V D T S" to see the credits from the end of the game
• Enter "R C K M N D" to see a demo of the

rock boss exploding Stage Passwords

Wind Stage—T H W M S B Earth Stage—C N S Z D G Prison Stage—R G T K C S Water Stage—Z V R K D M

Fire Stage—JYPPHD

Bridge of Immortality—QFTLWN
Qhan Chi's Fortress—ZCHRRY (With this code in place, you can warp directly to the battle with Quan Chi if you hold the L1 but-ton when you die. If you are holding the L2 button when you die, you will warp to the battle with Shinnok.)

MORTAL KOMBAT TRILOGY

At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your opponent.



Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon, He's a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

- Fatality 1—Press △ when "Finish Him/Her"
- appears.
 Fatality 2—Press O when "Finish Him/Her"
- Animality—Press L2 when "Finish Him/Her"
- Friendship-Press R1 when "Finish Him/Her"
- Brutality—Press □ when "Finish Him/Her"

N20 NITROUS OXIDE

Cheat Codes

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats: XX□XXX△△—Infinite Firewalls
□X○□X□○□—Infinite weapons ○××△□△□○—Infinite lives □△○△×△□×—Access any level □□□△○△□□—Bonus level access XXX□△○X△—Enable fifth ship (Speedcore)

O X □ △ △ ○ △ ○—Activate "water" effect □ △ × △ ○ □ △ ×—Bonuses don't reset when you die

NASCAR 2000

Unlock Montana Track

At the Race Setup screen, move the cursor to "Select Track" and quickly press L1, L1, R1, R1, □, L2, L2, R2, R2, O within four seconds. The currently selected track will automatically change on the screen.

Unlock Hidden Drivers

At the Race Setup screen, move the cursor to "Select Driver" and input any of the following codes within four seconds. The currently selected driver will automatically change on the screen.

Alan Kulwicki—L1, R1, L2, R2, □, R1, L1, R2,

12,0 Benny Parsons—L1, R2, R1, L2, □, R2, L1, R1, L2. O

Bobby Allison-L1, R1, L1, R1, □, L2, R2, L2, R2 ()

Davey Allison—R1, L1, R1, L1, □, R2, L2, R2, L2. O Cale Yarborough-L1, L2, R1, R2, □, R1, R2,

L1, L2, O David Pearson-L1, R1, R2, L2, □, R1, L1, L2,

NASCAR RUMBLE

All Tracks & More Cars
From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C 9 P 5 A U 8 N A A" to unlock lots of cars and every track.

NBA LIVE 2000

Unlock Legends Players
From the "Game Setup" screen, press O to open the menu. Move the cursor to "Players," then press Right and then × to enter the Create Player screen. Enter any of the names below as the new player's name. Each line lists the name of the real player followed by the first and last name that you must enter to unlock that player, separated by a comma. For example, to unlock Charles Barkley, you must enter your newly created player's first name as MOUND OF and his last name as REBOUND. Note the space between the two words in the first name, Immediately after entering a name correctly, you'll get a message telling you that you've unlocked that player. In order to use unlocked players, you must go to the "Unlock Legends" screen and change their status to

Bob Pettit—CRASH, BOARDS

Dolph Schayes—SET,SHOT Paul Arizin—PITCHIN',PHILLI Bill Sharman—CHARITY, STRIPE Bob Cousy—B-BALLS, COOZ Walt Frazier—COOL,CLYDE Harry Gallatin—IRON,HORSE Willis Reed—SOFT, TOUCH Earl Monroe—MAGIC, PEARL Richard Guerin—PLAY, MAKER George Yardley—YARD, BIRD Jerry Lucas—LUCAS,LAYUP JETTY LUCAS—LUCAS, LA YUP
Billy Cunningham—LEAPING, KANGAROO
Cliff Hagen—HOOK, SHOT
Rick Barry—FOUL, SHOT
Shawn Kemp—POWER, DUNKER
bills Early—POWER, DUNKER Julius Erving—DOCTOR'S,IN
Dominique Wilkins—HIGH,LIGHT Moses Malone—FREE, THROWS Grant Hill—CLASS, ACT Karl Malone—MAILMAN, DELIVERS Charles Barkley—MOUND OF, REBOUND
John Stockton—JAZZ, MAN
Reggie Miller—OUTSIDE, THREAT Lenny Wilkins—PLAYER, COACH Oscar Robertson-BUCKS, BIG O Dave Bing—THE, DUKE Isiah Thomas-BAD BOY.ZEKE Nate Archibald—BIG,TINY Pete Maravich—PASSING,PATROL Larry Bird—CELTICS,PRIDE Robert Parish—CELTIC, CHIEF Dave Cowens—RED, HEAD Tommy Heinsohn—FLAT,SHOT Sam Jones—BANK,SHOT Larry Costello—CROSS,OVER Hal Greer—JUMP,SHOT Mitch Richmond—LIVE,COVERMAN George Gervin—CHILLED,ICEMAN Gary Payton—HUMAN,GLOVE Bill Russell—ALL, DEFENSIVE Bob Lanier—BIG,FOOT Bill Walton—SHOT, BLOCKER
David Robinson—SUPRS, ANIMAL Patrick Ewing—PLAYER, PRESIDENT Jerry West—THE MR., CLUTCH Earvin Johnson—MAGICAL,GUARD James Worthy—BIG,GAME Shaquille O'Neal—LITTLE,WARRIOR Elgin Baylor—OFFENSIVE, FORCE Wilt Chamberlain—BIG, GOLIATH John Havlicek—JOHN,HONDO Kevin McHale—SIXTH,MAN Scottie Pippen—COMPLETE, GAME Andrew Phillip—WHIZ, KID Michael Jordan—COME FLY, WITH ME Carlo Braun—HARD, WOOD Walt Bellamy—NO,COMMENT Wes Unseld—GLASS,CLEANER Hakeem Olajuwon—THE DREAM, MACHINE NCAA FOOTBALL 2000

From the main menu, enter the "Game Options" screen, then access the "Secret Codes" screen. Input any of the following codes to unlock the corresponding secret team. You'll hear a voice say "it's in the game" each time you enter a correct code. B U C K Y—'62 Wisconsin FATIGUES—'85 Miami MONSTERD—'87 Miami S H U T O U T—'91 Miami TOOTALENTED—'92 Miami RUNOUTSIDE—'94 Miami GAMEOFCENTURY—'71 Nebraska G O F O R 2-'83 Nebraska STEAMROLLER—'94 Nebraska CORNEED-'97 Nebraska G R E E N G A N G—'94 Oregon L I N E B A C K E R I N T—'86 Penn State ALMOSTNO.1—'94 Penn State PLAYTHEPAS S—'73 Alabama G O A L L I N E S T A N D—'78 Alabama B L O C K T H A T K I C K—'85 Alabama REALMENPLAYZONE—'92 Alabama MISSEDCHANCES-'89 Colorado PUTINLARRY—'96 Florida TOMAHAWK—'93 Florida St. GETTHEQB-'96 Florida St. SICEMDAWGS—'82 Georgia NICEPOSE—'91 Michigan GOLDPAINT-46 Notre Dame STREAKOVER—'57 Notre Dame TAKETHETIE-'66 Notre Dame LEPRECHAUN—'88 Notre Dame LIFTOFF—'89 Notre Dame SCHOONER—'71 Oklahoma SLOWSTART—'87 Oklahoma HURTQB-'88 W. Virginia REVENGE—'65 UCLA PRESSBOX—'67 UCLA

LBBRUINS-'88 UCLA FIGHTFORTROY—'62 USC WHITEHORS E—'67 USC N I C E R U N—'68 USC R A L L Y—'74 USC M V P R U N—'79 USC W I L D D O G S—'91 Washington D E J A V U—'75 ASU W O O P I G S O O E Y—'69 Arkansas S M A R T B A C K—'85 Auburn THEPLAY—'82 Cal TEXASFIGHT—'69 Texas INSIDENOUTSIDE-46 Army M | R A C L E-'84 BC TOUCHTHEROCK—'81 Clemson HEDGES-76 Georgia SPLITVOTE—'97 Michigan BRUTUS-'70 Ohio State S M O K E Y—'97 Tennessee TURNOVER-'97 Wash St. LASERBEAMS—Tiburon INTHEGAME-EASports Cheat Codes

From the same "Secret Codes" screen, enter these codes to activate the corresponding

CONTROVERSY—See entire poll BIGSCREEN—Watch intro movie STADSGALORE—All stadiums available MINDREADER—See the CPU's plays TIMEFLIES—Day passes more quickly during game

S C R A M B L E—Gameplay moves faster B L U E C H I P—Create a player with maximum attributes in the "Create A Player" mode

S T A F F U P—Earn maximum recruiting points G I M M E D A B A L L—Player always catches

the ball PIXGALORE—Player always intercepts

BRICKWALL—Player always tackles suc-

cessfully on defense S A F E T Y—High wind during game I C B M—Player can make very long field goals U N S T O P P A B L E—Select the "Juggernaut" team type in the "Create A School" mode

BADCALL—Player earns 1 point for knocking down referee K 3 G 3 U H F 1 0 C C G 0—Disable TV style

cameras before plays Q 2 0 9 A H 6 0 A 0—Junior Varsity mode becomes easier

S 3 G C A H 0 5 0 0 0 G 0—All American mode

V B G I N 6 2 0 0 8 0 4 1—Disable the game's

NCAA GAMEBREAKER 2000

Easter Eggs Enter the following codes at the "Easter Eggs" screen under the "Customize" menu BEAT DOWN-All player attributes set to 99 BUILDER—Better players BOOST—Stronger offense in simulated season SC-Win all simulated games

NEED FOR SPEED: HIGH STAKES

Secret Vehicles

Enter any of the following passcodes as your user name to unlock the corresponding vehi-

HOTROD-Unlocks the Titan F L A S H-Unlocks the Phantom W H I R L Y—Unlocks the Police Helicopter Slower CPU

In Tournament or Special Events mode, just after you select "Race," quickly hold Left + [O until the race begins. Blurry Mode In any mode, just after you select "Race," quickly hold Up + R1 + L2 until the race be-

Turbo Mode

In any mode, just after you select "Race," quickly hold Up + \triangle + \times until the race begins. During the race, hold Up any time for a speed hoost

NEED FOR SPEED III: HOT PURSUIT

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features: Empire City Bonus Track—M CITY Z AutoCross Hidden Track—X CNTRY Caverns Hidden Track—X C A V 8 The Room Hidden Track—PLAYTM

Scorpio-7 Hidden Track—G L D F S H Space Race Hidden Track-M N B E A M Activate Jaguar XJR-15—L J A G X Activate Mercedes-Benz CLK-GTR-A M G M R

Activate El Nino-R O C K F T All cars and bonus tracks (not hidden tracks)— SPOILT

All Camera Views—S E E A L L Speed and Language Codes First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the START button. Immediately after pressing START, let go and press the appropriate button combination (i.e. Up + R1+ R2). You must keep these buttons held down until the loading screen appears in order for the codes to work.

Slow the game down by 20%—Up + \times + \triangle Cops Speak With Different Accent-Up + R1 +

Cops Speak in German—Up + R2 + L1 Cops Speak in Spanish-Down + R2 + L1 Cops Speak in Italian—Left + R2 + L1 Cops Speak in French-Right + R2 + L1

NEED FOR SPEED V-RALLY

Cheat Codes

Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press Up. Down, then immediately hold the △ button and press O. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the △ and ○ buttons im mediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message ap-

- · Hold L1 and the words "TIME OFF" will appear; now the race won't end if the time runs out in Arcade mode.
- Hold L2 and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.
- Press Left, then press and continue to hold R2; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes
- · Press Left, then Right; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen nd in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the same

Powerup Blockers-3-1-2-Left Powerup Speed—4-0-4-Left Powerup Teammates—2-3-3-Up Powerup Defense—4-2-1-Up Powerup Offense—3-1-2-Up Infinite Turbo—5-1-4-Up
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Super Blitz—4-4-4-Up Super Blitzing—0-4-5-Up Hyper Blitz—5-5-5-Up Fast Passes—2-5-0-Left Super Passing—4-2-3-Right
Unlimited Throw Distances—2-2-3-Right No First Downs-2-1-0-Up No Interceptions-3-4-4-Up No Punting—1-5-1-Up Allow Stepping Out of Bounds—2-1-1-Left No Play Selection—1-1-5-Left Late Hits—0-1-0-Up Tournament Mode—1-1-1-Down Show Field Goal %—0-0-1-Down No Random Fumbles-4-2-3-Down No CPU Assistance-0-1-2-Down Smart CPU Opponent—3-1-4-Down Invisible—4-3-3-Up

Hide Receiver Name-1-0-2-Right Unidentified Ball Carrier-5-2-2-Down Invisible Receiver Highlight—3-2-1-Down Big Football-0-5-0-Right Big Head-2-0-0-Right Huge Head—0-4-0-Up No Head-3-2-1-Left Team Big Heads-2-0-3-Right Headless Team-1-2-3-Right Team Tiny Players-3-1-0-Right Team Big Players—1-4-1-Right Show More Field—0-2-1-Right Weather: Rain-5-5-5-Right Weather: Snow-5-2-5-Down Weather: Clear—2-1-2-Left Hang Time Meter-0-0-1-Right Deranged Blitz-2-1-2-Down Ultra Hard Blitz-3-2-3-Up Always QB-2-2-2-Left Red, White & Blue Ball-3-2-3-Left

NFL GAMEDAY 2000

Easter Eggs Enter these codes in the "Easter Eggs" section under the "Options" menu.
SLIDESHOW—View a slideshow of cheerlead-

ers. You must start a game and then quit to see the slideshow. GLOVES—Receivers catch better

JUICE—Super speed bursts PISTON—Super stiff arm HOME COOKING-No penalties on home

DAVIS—Running back is juiced GD CHALLENGE—Unlock hidden difficulty

GOLIATH-Large players PENCILS—Tall and skinny players FLEA CIRCUS—Tiny players EVEN TEAMS—All players are equal STEEL LEG—Longer field goals BIG HITS—Harder tackles STAMINA—Players don't get tired HANGTIME—Bigger punts

From the "Game Setup" menu, select "Advanced Options," then "Rosters," then "Player Management" and finally "Create Player."At this screen, enter the player's first name as "Joe" and "Sakic" as his last name. Note the uppercase and lowercase characters in each word. After doing this, answer "Yes" to the question that appears. Sakic's stats are all

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select Enter these codes at the main menu:

 Level Select—Hold R1 and press Down,
 Right, Left, Right, □, O, □, △, O, □, Right, . Movie Select-Hold R1 and press Up. Left.

Right, \square , \bigcirc , \triangle , \square , Right, Left, Up, Right. • Green Farts—Hold R1 and press Up, Left, Right, \square , O, X. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ARE'S EXODDUS

Checkpoint Skip

At any point in the game, hold R1 and press O, O, X, X, D, D. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."

Stage Select

At the main menu, hold the R1 button and press Down, Up, Left, Right, \triangle , \square , \bigcirc , \triangle , \square , \bigcirc , Down, Up, Left, Right.

Video Scene Select

At the main menu, hold the R1 button and press Up, Down, Left, Right, \Box , \bigcirc , \triangle , \bigcirc , \Box , \bigcirc , Up, Down, Left, Right.

OGRE BATTLE

Secret Level
Select "New Game" and enter your name as
"FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven." Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

PITFALL 3D: BEYOND THE JUNGLE

Stage Passwords Level 2—METROPOLIS Level 3—DEEPDARK Level 4—TEMPLEME Level 5-HOTROCKS

Level 6-GOINGDOWN Level 7—WOWTHATSHOT Kryll Thular Boss-RIGWORMGUY Level 8—JAILBREAK
Level 9—THUNDERDOMES Level 10-MAGICGARDEN Level 11—SPOOKY MESAS Cheat Passwords Floating Harry—ZEROGHARRY Big Head Mode—BIGHEADHARRY Skinny Harry—2DHARRY See Credits—CREDITS 99 Lives—STEVECRANEME See All Movies—PLAYMOVIES See All Comics—PITFALLCOMIC Disable Witty Banter—STOPTALKING Get an extra 10 lives in the next game-

GIVEMELIFE Access Original Pitfall!—CRANESBABY Note: Each of the following codes works dur

ing the original Pitfall! game:
• Programmer's Head—Press R1 + R2

• Baby (Elvira) Head—Press O + R1 Croc Talk—Press R1 + △ when there are crocodiles on the screen; one of them will say, "Hi, mom!

Infinite Lives—Press L1 + L2

GOANYWHERE—Enable level select GREASEDDEK—Slippery board JELLYJELLY—Jelly mode TOPSYTURVY—Upside down mode WALKONMOON—Low gravity DONDACHAOS-Invincibility DONTDIONM E-Nine lives INLILLIPUT—Big characters SIZOFANANT—Small characters DEKPOWERUP—Faster Dek

RIC STUNT COPTER

Cheat Codes

Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.

Down, Up, Left, Right, △, X, □, O-All Gold in training levels

Down, Up, Right, Left, △, X, □, O—Unlock all

Up. Down, Left, Right, A. X. □. O-Your name can be three letters longer L2, R2, L1, R1, △, X, □, ○—Mega Points Up, Down, Left, Left, X, □, ○, △—Unlock movie (selectable from the Options menu)

R-TYPE DELTA

Infinite Credits

If your total gameplay time reaches three hours, the number of credits per game will become nine. If you play the game for more than six hours, the words "Free Play" will appear on the screen and you'll be able continue as many times as you want. Acquire New Background Images

Satisfy the requirements below to acquire new background images:

Image 2—Play using the RX Image 3—Play using the R13

Image 4—Play for 20 hours total

Image 5-Finish the game on Human difficulty with the R9 Image 6-Finish the game on Human diffi-

culty with the RX

Image 7—Finish the game on Human diffi-culty with the R13

Image 8-Play the game 100 times Image 9—Finish the game on Bydo difficulty with the R9

Image 10-Finish the game on Bydo difficulty with the RX Image 11—Finish the game on Bydo difficulty

with the R13 Image 12—Finish the game on Bydo difficulty with the POW

R.TYPES

Level Select

Highlight either R-Type or R-Type II at the title screen, quickly press L2 ten times, then R2 ten times; you'll hear a sound to confirm. Now start the game and press START to pause; you can choose any stage with the stage-select option at the pause menu. Increase Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, O.

Decrease Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X. Use Any Weapon

Pause the game, hold L2 and press Right, Up, Left, Right, Down, Left, Up, Right and either △, □, ×, or ○ to equip yourself with a different weapon.

RAINBOW SIX

Enter the following codes at the main menu. A message will appear to confirm All levels—Hold L1 and press O, \times , O, \square , \square , \triangle ,

X, X All items—Hold L1 and press \triangle , \times , \times , \bigcirc , \square , \bigcirc ,

X. △ Invincibility—Hold L1 and press \square , \times , \triangle , \triangle , \times , 0.0

Invincible hostages-Hold L1 and press O, O, \square , \triangle , \times , \triangle , \times , \bigcirc No terrorists—Hold L1 and press \triangle , \bigcirc , \bigcirc , \triangle ,

□. x. Δ. 0 All operatives revived—Hold L1 and press △,

∆, x, 0, 0, x, □, □ Reveal map—Hold L1 and press X, O, □, △,

 \triangle , \square , \bigcirc , \times No locked doors—Hold L1 and press △, □, □

Turn off Victory Conditions—Hold L1 and press \bigcirc , \triangle , \triangle , X, \bigcirc , \square , X, \triangle

All attributes set to maximum—Hold L1 and press X, \Box , Δ , Δ , O, \Box , X, X

Watch ending—Hold L1 and press □, △, □, □, O. O. X. A

In-Game Cheats

At any time during gameplay, press START to pause, then enter any of the codes below. For the Extra weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game.

Restore ammo—Hold L1 and press □, □, O, △, x, ∆, x, ∆

Extra weapon—Hold L1 and press X, O, O, \triangle □, ×, □, O Extra pistol—Hold L1 and press X. A. D. O. D.

x. △. □

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

S M 1 4 N—Unlock George

S 4 V R S-Unlock Lizzie

L V P V S—Unlock Ralph N 0 T 3 T—Unlock Myukus

B 1 G 4 L—Unlock Purple Myukus S R Y 3 D-Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time. Cheat Menu

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound ef-

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the speci-fied class with all boxers available to you.

BRONZE—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked

SILVER-Silver Class. In Arcade Mode, Kemo Claw and Bruce Blade are also un-

G O L D-Gold Class, In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

C H A M P-Champ Class. In Arcade Mode, all boxers are also unlocked. Two-Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combi-nations while both players select a boxer. Also, the buttons must be held down until the match starts.

R1—Championship arena L1—Two-tier arena

R1 + L1—Gym Change Costume Colors

At the boxer selection screen, press $\Box + \bigcirc$ simultaneously to change the currently selected boxer's colors

Change Cornerman's Voice

The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding □ and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

☐ + Up—Irish accent

☐ + Left—New York accent

☐ + Right—African-American accent ☐ + Down—Hispanic accent

Also, to change the voice to a high-pitched version of the Irish accent, hold L1 + R1 + \Box until you hear a special sound effect.

REBOOT

Secret Codes

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy"

codes in the same game.
• Free Shield with Every Glitch pick-up-Down, R1, Left, Right, Down, L2, R2, Left, Right, Up

Full Glitch Energy-Right, L1, Up, Right, Down, L1, R1, Up, Down, Left

 Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right
Play as Dot Matrix—Left, R1, Right, Up,

Down, R2, L1, Right, Up, Down

RESIDENT EVIL Rocket Launcher

If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold Right on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

"Rookie" Mode
Highlight "New Game" at the main menu and hold Right on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

Secret Photo In the S.T.A.R.S. office, check Wesker's deskit's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original Resident Evil.

Alternate Clothes Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original Resident Evil. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time

Go to the outside area in the basement where

the two dogs jump down from the fence, stand with your back facing the manhole and

PlayStation tips



walk forward until the camera angle changes. Now draw your rifle and shoot; "bullet holes" will appear on your TV screen! Bonus Weapons

If you heat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-anda-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him. Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION) Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

ROGUE TRIP: VACATION 2012

During the game, hold L1 + R1 + R2 and press SELECT; you'll see the words "Cheats En-abled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be

Quick \$10,000 Cash-Hold R1 + R2, press L1, Up, Down, Up, Down

Infinite Weapons-Hold L1 + R1, press Up, Down, Up, R2 Mega Guns Mode-Hold L1 + R1 + R2 + X.

Invulnerable Mode-Hold L1 + R1, press Up, Down, Left, Right

Upgrade Weapons—Hold L1 + R1, press Left, Right, Left, Right

Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" appear. Most of the above codes can be deactivated by entering the same code a second time, or hold L1 + L2 + R1 and press SELECT to deactivate all cheats.

Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features: Enable Goliath— \triangle , L1, R1, \times , L2, L2 Enable Nightshade—R1, R2, L1, L1, \times , \bigcirc Enable Helicopter—L1, \triangle , R2, \triangle , \triangle , R1 Enable Alien Saucer—R1, □, X, □, L2, ○

Access "Funtopia" stage (Challenge mode only)-X, O, L2, X, □, L1

Access "The Gulch" stage (Challenge mode only)-X, □, O, L1, L2, □ Battle Boss 1 (Challenge mode only)-O, R2,

Battle Boss 2 (Challenge mode only)-O, O, L2, L1, △, △

Infinite Jump—O, \Box , R2, \times , \triangle , R2 Infinite Turbo— \Box , \times , O, \triangle , R1, R2 Double Pickups—L1, L2, O, L1, R1, □ Increased Armor—R1, \triangle , R1, \triangle , L1, \square

See Duke Nukem: Time to Kill movie-----, --, O. O. A. A Play as Big Daddy

From the main menu, select "Options." Then, select "Password." Enter △, □, R2, X, △, R2. Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

Hold △ to race in a U.F.O.

· Hold L1 to race in a pick-up truck Hold R1 to race in a British sportster

When the race starts, you'll be driving the vehicle you chose

SKULLMONKEYS

Cheat Codes

Press START during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in lev-els where you're allowed to have that powerup; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work

Maximum Bullets-Down, O, Up, R2, Left, △, SELECT, SELECT

Maximum Phart Heads-R1, Left, Up, L1, L1,

Maximum Phoenix Hands—□, △, R2, Left, SE-LECT, O, △, Right

Maximum Universe Enemas—Left, △, Right, Down, △, SELECT, SELECT Maximum Super Willies—R1, Left, □, △, L1,

△. R2. SELECT Maximum 1970s Icons-SELECT, O, Up, Left, Down, Up. Down, I

mum Swirly Cues—R1, Right, O, R2, R2, ☐. Right. SELECT

Maximum of All Status Items (except 1970s icons and Swirly Qs)—L1, \triangle , Down, R1, \bigcirc , Right, Up, SELECT

Shield—R2, O, O, Down, Left, O, Right, Down Clean "Pause" Screen—L2, Left, O, R2, Down, \Box , \triangle , Down

Change Klaymen's Color-L2, O. O. Left, SE-LECT, L2, Up, Down Psycho Klaymen-Down, Right, A, L2, Up,

Left. △. SELECT Slow-Motion Mode-L1, △, Left, Down, R2,

Super Fast Klaymen-Left, □, R2, ○, R1,

Down, O, R2 Tiny Klaymen—R1, Left, \square , \triangle , R1, Left, \square , \triangle Shoot Heads Instead of Bullets—Down, □, △,

Down, Down, □, □, Right Skip Current Sub-Level—△, L1, L1, □, Right, O. A. Down

SLED STORM

Enter the following passwords from the pass word entry screen under "Load/Save" at the

Rvan / Storm Sled-O. A. D. R2, R2, L1, X. A Tracey / Storm Sled—O, △, □, △, R2, L1, ×, △ Gio / Storm Sled—O, \triangle , \square , L1, R2, L1, \times , \triangle Travis / Storm Sled—O, \triangle , \square , R1, R2, L1, \times , \triangle Nadia / Storm Sled—O, \triangle , \square , \square , R2, L1, \times , \triangle Jay / Storm Sled—O, \triangle , \square , O, R2, L1, \times , \triangle Jackal / 400cc—L2, L2, O, R2, □, R1, L1, △ Sergei / 400cc—□, L1, □, L2, △, R2, ×, O Sergei / Storm Sled—O, \triangle , \square , \times , R2, L1, \times , \triangle Unlock Demo Track—R2, L1, \triangle , \square , \triangle , R1, O, \times Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—□, ×, R2, □, O, R1, O, △ Unlock Super Snocross 3 through 6-R2, △, ×, R2, △, □, O, X

"Fog" available in Track Select— \square , L1, \times , \square , R2, \times , \triangle , \bigcirc "Mirror" available in Track Select—O, L1, R2, R2, R1, X, △, L2

SMALL SOLDIERS

Cheat Passwords

O, O, \triangle , \triangle , O, X, \square , X—Invincibility \triangle , \triangle , O, O, O, X, \square , X—All Weapons Stage Passwords

 $X, X, \Delta, \Box, \Box, X, O, X$ —Gorgon

O, X, ∆, □, □, □, O, X, X—Spirit Bog X, □, ∆, □, □, X, ∆, X—Canyon Village □, □, ∆, □, □, □, ∆, X—Creepy Caverns O. \square , \triangle , \square , \square , O, \triangle , X—Space Ship

 \triangle , \square , \triangle , \square , \triangle , \triangle , \triangle Hall of Patriots X, O, \triangle , \square , \square , X, X, \square —Graveyard \square , O, \triangle , \square , \square , \square , \square , X, \square —Nuclear Mine

, O, ∆, ∆, □, □, O, X, □—Naunch Center ∆, O, ∆, □, □, O, X, □—Ulhaden Fier X, ∆, ∆, □, □, X, □, □—Garrison □, ∆, ∆, □, □, □, □, □—Inner Sanctum

THE SMURFS

From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen that appears next, press L1, Up, Up, Down, Up, Left, Left, Up, R2. You'll hear a special sound effect if you've input it correctly and you'll be able to select any level.

SPAWN: THE ETERNAL

Each of the following codes can be entered while the game is paused:

• Temporary invisibility—Hold L1 + R1 and press □, □, O, O, △, ×

 Temporary invincibility—Hold L1 + R1 and press △, △, X, X, □, ○ All power-ups—Hold L2 + R2 and press △,

O, □, X, ∆, X All inventory—Hold L2 + R2 and press X, □,

O. A. D. O. • Refill health meter-Hold L1 + R1 and press

X. O. ∆. □. X. O Refill Magic-Hold L1 + R1 and press A, O, X. []. A. O

 Skip current level—Hold L1 + R1 + L2 + R2 and press △, X, □, O, O, O

Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press △; now all of the cars in the game will be available.

Extra Camera Views

During a race, press START; while the game is paused, press Right five times, then Left five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings. Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

• Hold L1 + L2 to race in bright daylight

· Hold R1 + R2 to race at night • Hold L1 + L2 + R1 + R2 to race at twilight

SPICE WORLD Giant Spice

At the menu screen where your character walks across the globe, hold the START button and press O, \square, O, \square .

Hidden Messages Also at the "globe" menu, hold the START button and press O, \triangle , \triangle , O. You'll see the code on the screen to confirm. Now hold START + SELECT and press O, O, O, O to see a hidden message. You can also try \triangle , \triangle , \triangle , \triangle or \square , \square , \square , \square ; repeat each code to turn the corresponding message off. Handbag Code

At the globe menu, hold the START button and press \Box , \triangle , \bigcirc , \triangle . With that code on the screen, enter the television studio with your act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor. Naked Spice Code

At the globe menu, hold the START button and press O, \triangle , \triangle , O. Next, press L1 + L2 + R1 + R2 + START + SELECT simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

Secret Codes

Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't

Down, Down, Left, Right, Up, Left, Circle, R2—Unlock all tracks and classes

Up, Left, Left, Right, Down, Right, L1, Square-Start with \$1,500,000 in Season Mode

SPYRO THE DRAGON

99 Lives

At any time during the game, press SELECT, □, □, □, □, □, □, O, Up, O, Left, O, Right, O,

SPYRO 2: RIPTO'S RAGEL

Cheat Codes

At any time during gameplay, press START to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "Vlew credits" code, which will take effect immediately. Learn all abilities—O, O, O, O, O

Big head mode-Up, Up, Up, Up, R1, R1, R1,

R1, O Parappa mode-Left, Right, Left, Right, L2, R2. L2. R2.

View credits—□, O, □, O, □, O, Left, Right, Left, Right, Left, Right Find Gems

At any time during gameplay, press L1 + R1 + R2. Sparx will point in the direction of the nearest gem for as long as you hold these buttons down.

Change Spyro's Color

At any time during gameplay, press START to pause the game, then press Up, Right, Down, Left, Up, □, R1, R2, L1, L2, Up, Left, Down, Right, Up. You'll hear a special sound effect after inputting it correctly. Then, press any of the buttons below to change Spyro to the corresponding color. The code's effects will take place as soon as you un-pause the game.

Red—O Green—△ Light—Up Blue-X

STAR WARS EPISODE THE PHANTOM MENACE

Debug Menu

At the main menu, move the cursor to "Options" and press △, O, Left, L1, R2, □, O, Left. You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold L1 + SELECT and press △.

STREET FIGHTER ALPHA 3

Dhalsim's Wife

Choose Dhalsim as your character. During the loading screen, just before the first round, hold □ + R2. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped.

Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.

Unlock Evil Rvu

After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be available in any

Unlock Shin Akuma

After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing L2.

Unlock Arcade Balrog Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing L2.

Unlock Team Battle Mode Clear the China course in World Tour Mode, or play the game for 16 hours. Unlock Survival Mode

Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours. Unlock Dramatic Battle and Final Battle Clear Arcade mode on the hardest difficulty

PlayStation tips

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three PUNCH buttons and the START button. If your timing is right, you'll see a mysterious silhou-ette on the match-up screen. You're playing as Akuma.

Super Street Fighter II Turbo: Play Against Akuma

Play a one-player game in Arcade Mode at difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead. Super Street Fighter II Turbo: Remove Super Meter

At the character-select screen, choose your fighter with the \square (Jab) button, then release and quickly enter one of the following codes before the airplane flies across the map For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press Left and Right repeatedly on the D-pad while repeatedly tapping

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press Up and Down repeatedly on the D-pad while repeat-

If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.

Street Fighter Alpha 2 Gold: Play as Cammy To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the START button twice. Street Fighter Alpha 2 Gold: Alternate Charac-

 To play as special versions of certain characters with no "Super" meters, simply press START while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat

• If you press START twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the Street Fighter II Champion Edition version of Chun-Li, respectively.

• To play as "Extra" Sakura (with six different costume colors) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five times.

STREET FIGHTER EX PLUS ALPHA

At the Mode Select Screen, highlight "Practice" and press SELECT, Up, Right, Down, Right, SELECT. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cy-

Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press SELECT, Up, Up, Right, Up, Right, Up, SELECT. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original Street Fighter II.

STREET SKRER

Enter the following codes at the main menu. You'll hear a voice say "Yeah!" each time you

enter a code correctly.
Right, O, □, Left, □, O, R1, L1—Unlock courses Right, Right, R1, R2, Left, Left. L1, L2-Unlock all boards

Left, Left, □, Right, Right, O, R1, R1-Unlock

Left, Right, O, □, R2, L1, L2, R1—Unlock Mick Right, O, Left, Left, O, O, □, □—Unlock

STREET SKBER 2

Secret Codes

Enter the following codes at the title screen You'll hear a special sound effect after enter-

Unlock all skaters-Left, Left, O. O. L2,

Unlock all boards-O. O. C. O. C. O. R1 Unlock all courses—Left, Right, Left, Right, O,

Max Trick Level and Skill Points—L1, □, Left,

Left, R2, Left, R1, Left
Unlock "Movie" item in main menu—R2, R2, L1, L2, L1, R1, R1, R1

Alternate Clothes Hold L1, L2, R1 as you select a character at the

"Skater Select" screen. SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press R1. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be

N 0 C R 4 S H-The bikes never crash B 1 G B 1 K 3 S—The bikes are big G 1 4 N T S-Giants on mini-bikes M 3 R C V R Y—Mercury gravity V 3 N V S—Venus gravity M 0 0 N—Moon gravity M 4 R S-Mars gravity J V P 1 T E R—Jupiter gravity S 4 T V R N—Saturn gravity V R 4 N V S—Uranus gravity N 3 P T V N 3—Neptune gravity PLVT0—Pluto gravity H 0 P-Add hop button M 0 R 3 C 4 M S-Extra camera modes N 0 R 1 D 3 R S—No riders on bikes H 3 4 D L 3 S S—Headless riders B L 0 C K M 3-Opponent riders get in your

N 0 0 F F T R 4 C K-No more off track SK1PP1NG0K-No more getting reset B 1 G S P R 4 Y—Bigger dirt spray

SUPERCROSS CIRCUIT

Secret Codes

From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter any of the codes below: Big helmets—BIG_HELMETS Headless riders—SLEEPYHOLLOW Invisible bikes—FLOATING

SYPHON FILTER

All Weapons + Infinite Ammo During the game, press START to pause. High-light "Weapons" at the pause menu, hold

Right + L2 + R2 + □ + ○ and press X Stage Select

During the game, press START to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold Left + L1 + R1 + SELECT + □ and press X.

Movie Theater In the first stage, go to the movie theater and stand in the doorway, then press START to pause. Highlight "Map" at the pause menu, then hold Right + L2 + R1 and press X. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie the-

Hard Difficulty At the title screen, highlight "New Game, hold Left + L1 + R2 + SELECT + □ + O and

press X. Super Ammo

ater.

Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, Hold Left + L1 + R2 + SELECT + \square + \times (in that order). You'll hear a sound effect confirming input of the code.

SYPHON FILTER 2

At the title screen, hold Up + SELECT + L1 + $R2 + \Box + O$ and press X twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty.

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Map." Next, hold Right + L2 + R2 + \bigcirc + \square and press X. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the "Options" menu.

Super Agent

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold L2 + SELECT + O + \Box and press X. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu. Watch All Movies

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Briefing." Next, hold Right + L1 + R2 + O and press X. You'll hear a special sound effect if you entered it correctly. The "Disc 1 Movies" and 'Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu.

T'AI FU: WRATH OF THE TIGER

Map Cheat Codes
To use the following cheat codes, you must finish at least one level of the game in order to access the map screen that appears between levels. Each of the following codes can be entered at the map screen (Note: Codes must be entered quickly):

• Level Select Debug Menu—Press R2, △, R2, △, O, Down, □ to allow cheats, then press R2, △, R2, △, O, □, Down, △, Up, Right, Left, Down, Up, L1

 Story Mode Debug Menu—Press R2, △, R2,
 △, O, Down, □. to allow cheats, then press R2, △, R2, △, □, ○, Down, △, Up, Left, Right, Down, Up. L2

View Credits—Press R2, △, R2, △, O, Down, □, to allow cheats, then press R2, △, R2, △ Down, □, O, △, Up, Down, Left, Right, Up, R1 In-Game Cheats

At any time during gameplay-not while paused—press R2, \triangle , R2, \triangle , O, \times , \square to enable cheats; once you've received a confirming message, you can enter any of the following codes for different effects:

• Refill Chi—R2, △, R2, △, Left, Right, □

• Refill health—R2, \triangle , R2, \triangle , Left, Right, \bigcirc Nine lives—R2, △, R2, △, Left, Right, ×

Temporary invincibility—R2, △, R2, △, Left,

 Half Size Enemies—R2, △, R2, △, Left, Right, Down Double Size Enemies—R2, △, R2, △, Left,

All Fighting Styles—R2, △, R2, Left, Right, △

TARTAN

Stage Select

At the main menu, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down. A new menu item, "Cheats" will appear. After entering this menu, you can press Right and Left to cycle through the different lists of stages.

In-Game Cheat Menu

To access a second cheat menu, enter the code above. Before you enter the "Cheats menu, press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2. You'll hear a special sound effect after inputting it correctly. When you press START to pause during gameplay, a new menu item, "Cheat Menu" will appear.

TENCHU: STEALTH ASSASSINS

Restore Health

Press START during the game to pause, then press Left, Left, Down, Down, \Box , \Box , Δ , \Box to refill your energy.

Increase Item Capacity to 99 At the item select screen, hold L1 and press Left, Left, Down, Down, \Box , \Box , \triangle , \Box . Unlock All Secret Ninja Tools

At the item select screen, hold R1 and press Left, Left, Down, Down, \square , \square , \triangle , O. Increase Item Inventory

At the item select screen, hold L2 and press Left, Left, Down, Down, \square , \square , \triangle , \times . Avame's Sexy Armor

At the item select screen, press Left, Left, Down, Down, \(\subseteq \subseteq \lambda \, \O. \) Enable Japanese Voice-Over

At the "Select Stage" screen, hold L1 and press Left, Left, Down, Down, \Box , \Box , \triangle , \bigcirc . Enable Enemy Layout Selection Screen At the "Select Stage" screen, Hold R1 and press Left, Left, Down, Down, D, D, A, X.

Debug Mode At any time during the game, press START to pause, then hold L1 + R2 and press Up, \triangle , Down, X. Left, T. Right, O. Next, release L1 + R2 and press L1, R1, L2, R2, then press START to unpause. Now you can call up a programmers debug menu at any time during the game by pressing L2 + R2. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

TEST DRIVE 6

Secret Codes

Enter these codes at the "Enter Your Name" screen under "Race Menu." You'll recieve no special confirmation from the game after entering each code, but each code you enter will be in effect even if you enter you name, then back out all the way to the main menu.

Unlock all tracks—E R E R T H Unlock all cars—D F G Y Freeze time limit—F F O E M I T 6,000,000 credits-A K J G Q Unlock all Challenges-POIOP Unlock "Stop The Bomber"-R F G T R

TEST DRIVE LE MANS

Secret Codes Change your name to any of the names below to get the corresponding effects: Race as the Audi R 8R—M A Y O U
Race as the BMW V12 LMR—P O H L I N

Race as the Toyota GT-1—PINOU Race as the Spacecraft on a course in space—

Race as the Spacecraft-M M 1 Race as the Jet—M M 2 Race as the Mad car-M M 3 Race as the Taxi—M M 4 Race as the Bus-M M 5 Race as the Ice car-M M 6 Race as the Submarine—M M 7

Race as the Hot Dog—H O T D O G Race as the Cheese—F R O M A G E Race as the PorkPie-P LF Race as the Pizza—PIZZA Race as Team Baptiste—B U G G Y 2 Race as Team Ivanov—B U G G Y 3

Race as Team Lumiere-B U G G Y 4 Race as Team Morgen—B U G G Y 5 Race as Team Roberts—B U G G Y 6 Race as Team Rossi-B U G G Y 7

Race as Team Xu-B U G G Y 8 Alternate "Try Again" screen-J A C K P O T

TEST DRIVE OFF-ROAD

Enter the following codes as your name in the Player Setup screen. You will hear the name of the vehicle when done correctly. Monster Truck—BEEFY

Hot Rod-FIFTY 4x4 Buggy—SPRINTER Stock Car—LOWRIDER Bonus Tracks Enter the following codes as your name in the

Player Setup screen Dirt Dash-FRIENDLY Pharaoh's Curse—SANDDUNE

Sand Trap—CRAZY Under Construction—ELITE Snowball Express—SNOWMAN Pipeline Way—ALLTRACK

TEST DRIVE OFF-ROAD 2 Unlock All Cars and Tracks

At the main menu, hold SELECT and press L1, Left, L2, Right, L2, Left, L1, L1.

At the transmission selection screen in "Single Race" or "World Tour" mode, enter any of the following codes to play as secret vehicles: School Bus—Hold SELECT, press L1, Up, L2, Down, Down, L2, L2, R2 Ice Cream Truck—Hold SELECT, press R2, L2,

L2, Down, Down, L2, L2, R1 Black Widow Truck—Hold SELECT, press R1, L2, L2, Down, Down, Up, L2, L1

TEST DRIVE OFF-ROAD 3

Cheat Codes

From the main menu, select "Arcade." At the "Name Entry" screen, enter any one of the codes below. You'll hear a bird chirp after entering a correct code. You may toggle each cheat code on and off in the "Cheat Menu" screen under the "Options" menu. Note the spaces in some of the codes. Sumo-Style—YOKOZUNA Stunt Mode—TURN TRICKS

All Upgrades—MAD HOOKUP All Divisons—SAD CLOWN All Tracks—LEAD TO ROME All Cheats—ZAKARY X

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TETRIS PLUS

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen , press Down, Down, Right, Up, Up, Right, Up, Up, Up, Right, then repeat that same sequence of buttons again. Now press the × button; when the game starts, a stageselect menu will appear.

THEME PARK

Cheat Code

Enter your nickname as "BOVINE" and start a new park. When the game starts, press \(\subseteq + \times \)
+ O simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the

THRASHER: SKATE AND DESTROY

Secret Character

From the main menu, select "Skate,"then select "Roach" as your character. At the character name screen, enter "beesuitguy" as your

Extra Points

During a game, press START to pause, then hold L1 + R2 and press O. You'll hear a special sound effect. Each time you press O, your score will go up by 5,000 points. You can repeatedly press () to accumulate large scores.

TIGER WOODS 99 PGA TOUR GOLF

Blow Up Golf Cart
Select "Driving" at the Practice Facility. If you hit the golf cart three times, it will explode

TIME COMMANDO

Refill Energy

At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press X, \triangle , \triangle , \bigcirc , X, \triangle , \triangle , \bigcirc , \square , \square , X. Now return to the game and you'll find that your energy meter has been refilled.

Extra Lives At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press \triangle , \square , \bigcirc , \times , \triangle , \bigcirc , \square , \times , \triangle , \bigcirc ,

△. Now return to the game and you'll have three extra lives.

Secret Stage
Choose "Code" from the main menu and enter the password "COMMANDO"; you'll warp to a secret boxing-ring stage where you battle a clone of yourself and more.

Secret Cheat Menu

At the title screen, shoot the black area in the upper portion of the letter "R" in the Time Crisis logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload

Level Select

From the main menu, move the cursor to "New Game," then hold down L1 + L2 + R1 + R2 + Left + O and press SELECT.

Cheat Codes

From the main menu, move the cursor to "Options," then hold down L1 + L2 + R1 + R2 and press X. You may enter any of the codes below at the "Cheat Codes" screen that appears.

Low gravity-FEATHER

Stage Skip

During the game, press SELECT to access the inventory screen, then press L2, R2, L1, O, \triangle , L1, R2, L2. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.

Access All Weapons

During the game, press SELECT to access the inventory screen, then press L1, \triangle , R2, L2, L2, R2, O, L1. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press Down at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game.

TOMB RAIDER II

Exploding Lara

Using the R1 button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will explodel All Weapons & Items

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (O in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares. Level Skip

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (O in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current

TOMB RAIDER III

Bonus Level

If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.

To find a secret little room in Lara's mansion. go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes.

Cheat Codes These codes can be entered at any time during gameplay (not while paused). You must them fairly quickly:

- All Weapons, Items & Ammo—L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2. Lara will scream if you've entered the code correctly.
- Level Skip—L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, R2, R2, R2, R2, R2, R2, L2. Lara will say "No" if you enter the code correctly.

 • All Secrets—L2, L2, L2, L2, L2, R2, L2, L2, L2,
- R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
- Racetrack Key (in Lara's Home)-12. R2. 12. 12. 12. 12. 12. R2. 12. 12. 12. 12. L2, R2, L2, L2. Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
- Refill Health—R2, R2, L2, R2, L2, L2, L2, L2 L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, You'll hear Lara wince when you enter this code correctly.

TOMB RAIDER: THE LAST REVELATION Skip Level

At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold L1 + L2 + R1 + R2 + Up and press \triangle . If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES

In-Game Codes

At any time during the game, press START to pause and enter any of these codes in. The game will automatically un-pause after a cor-rect code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugaina output.

100% Health—SELECT, SELECT, O, O, Up, Up, SELECT

0% Health-SELECT, SELECT, O, O, Down, Down, SELECT

Invincible—SELECT, SELECT, \bigcirc , \bigcirc , \triangle , \triangle , \triangle , \triangle , lnvulnerable to Enemy Bullets—SELECT, SELECT, \bigcirc , \bigcirc , \bigcirc , \triangle , SELECT HUD Toggle-SELECT, SELECT, O, O, Left,

Right, SELECT

Max. Weapons—SELECT, SELECT, O, O, L1, L1, R1, R1

Remove Floor-SELECT, SELECT, O. O. SELECT, SELECT, O, O

Complete Mission-SELECT, SELECT, O. O. SE-LECT, O

Debug Info-SELECT, SELECT, O, O, L2, R2 Camera Cheat—SELECT, SELECT, O, O, R2, R2 Move all objects and enemies by walking—SE-LECT, SELECT, O, O, SELECT, SELECT, \triangle , \triangle Remove all objects except enemies—SELECT, SELECT, ○, ○, SELECT, SELECT, □, □

Display movement boundaries—SELECT, SE-LECT, O, O, △, △, □, □

Run faster—SELECT, SELECT, O, O, \square , \square , O, O Main Menu Codes

Enter these cheats at the main menu, You'l hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed.

Unlock All Movies-SELECT, SELECT, O, O, L1, L1, L1, L1, L1, L1, L1 Access All Missions—SELECT, SELECT, O, O, L1, L1, O, L1, L1

TONY HAWK'S PRO SKATER

Cheat Codes

Enter each of the following codes in the middle of a game. You must press START to pause the game, input the code, and press START again to unpause. After successfully inputting a code and before pressing START for the second time to unpause, the pause screen will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.

Unlock Levels, Videos, Boards, & Officer Dick-Hold L1 and press O, Right, Up, Down, O, Right, Up, □, △

All stats at 10—Hold L1 and press □, △, Up, Down

All stats at 13—Hold L1 and press X. Up. Down

Unlock Levels—Hold L1 and press △, Right, Up, \Box , \triangle , Left, Up, \Box , \triangle Unlimited Special—Hold L1 and press X, \triangle , \bigcirc ,

Down, Up, Right
Big Head Mode—Hold L1 and press □, O, Up,

Left, Left
Unlock "Skip to Restart" in pause menu—

Hold L1 and press □, O, X, Up, Down Slow Motion Mode—Hold L1 and press . Left, Up, □, Left

Unlock Private Carrera

First, enter the Officer Dick code, or unlock him through normal means. Next, enter Ca-reer mode and choose Officer Dick as your character. During gameplay, press START to pause the game, then hold L1 and press \triangle , Up, △, Up, O, Up, Left, △. Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will apear in place of Officer Dick.

TRAP GUNNER

Secret Codes

At the title screen, enter any of the following codes to unlock different features. You'll hear a sound to confirm each code: Alternate background music—O, R2, R1, A, X,

□, Right, L2, L1, Up, Down, Left
Bonus Character—L2, L1, Up, Left, Down, Right, \Box , \times , \bigcirc , \triangle , R1, R2 Alternate Costumes—R2, R1, \triangle , \bigcirc , \times , \Box ,

Right, Down, Left, Up, L1, L2 Extra Level—Press SELECT 12 times

Change Traps—L2, R2, L1, R1, Up, \triangle , Left, Right, \square , O, Down, \times

TREASURES OF THE DEEP

Complete Code Collection

Each of the following codes must be entered while the game is paused; just press START to freeze the action at any time and you're good to go. Note that most of these codes can be deactivated; just enter the same code a second time to switch it off.

 Refill air & health—Down, X, Left, □, Up,
 Up, △, △, Right, Right, O, O, Up, Down, Left, Right, X, X

 Infinite air—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, △, O, X, □, Up, Right,

Down, Left

Infinite health—Down, X, Left, □, Up, Up,

△, △, Right, Right, ○, ○, △, △, ×, ×

• Max continues—Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R2, R2, L2, L2, L2 • Turbo speed—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, R1, R2, R1, R2, R1, R2

All equipment—Down, ×, Left, □, Up, Up,
 △, △, Right, Right, ○, ○, L1, L1, L1, L1, L1, R1, R1,

R1, R1, L2, L2, L2, L2, R2, R2, R2, R2

• All weapons—Down, X, Left, □, Up, Up, △,
△, Right, Right, ○, ○, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2

 Reveal entire map—Down, X, Left, □, Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \square , \times , \bigcirc , \times , \square

 No fines for killing endangered species—
 Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, R2, R1, L2, L1

 Open all doors—Down, X, Left, □, Up, Up, \triangle , \triangle , Right, Right, O, O, \times , O, \triangle , \square

 Disable currents—Down, X, Left, □, Up, Up,
 △, △, Right, Right, ○, ○, R1, L1, L2, R2, X • Extra \$2,000,000 gold—Down, X, Left, □,

Up, Up, △, △, Right, Right, O, O, R1, R2, L1, Unlimited payload—Down, X, Left, □, Up,
 Up, △, △, Right, Right, ○, ○, △, Up, X, Down

 Get Atlantis tablet piece for current stage-Down, X, Left, □, Up, Up, △, A, Right, Right, O, O, L1, L2, L1, L2, □, O
• Complete current mission—Down, X, Left,

 \Box , Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \triangle , \triangle , \triangle , Down, Down, Down

 Access all missions—Down, X, Left, □, Up,
 Up, △, △, Right, Right, ○, ○, Down, Right, Up, Left, △, ×

 All missions complete—Down, X. Left, □ Up, Up, \triangle , \triangle , Right, Right, \bigcirc , \bigcirc , \square , \times , \times , \Box , \triangle , \triangle , \triangle , \Box , \times , \times , \times

 Overhead Camera Angle—Down, X, Left, □,

• Pass Through Objects—Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, □, □, O, O

 Extra time in Shark Attack bonus stage— Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, L2, L2, L2, R1, R1, R1, R2, L1

TRICK'N SNOWBOARDER

Resident Evil Snowboarders

At the title screen, press \triangle , \triangle , \times , \times , \square , \bigcirc , \square , O. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press L2 or R2 to access Leon, Claire or a Zombie character from the Resident Evil series.

TRIPLE PLAY 2001

Triple Play Dream Team

From the main menu, select "Single Game." Then, when you reach the Team Select screen, press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, You'll hear a special sound effect, a voice will say "Triple Play Baseball!" and the currently selected team will change to the Triple Play Dream

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the pass-word screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding START and pressing Up or Down until you see the helicopter view.

○ △ □ ○ ○—Warehouse District Warfare

□△×○×—Rooftop Combat—The Final Bat-

△×○□△—Battle with Minion □ △ ○ □ □—Secret Level: The Fight of Your

Life

△ _ □ O O—Infinite Weapons □ △ X _ O—Invincibility
○ ○ △ X _—Helicopter Camera Angle



PlayStation tips

TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while paused): Mega Machine Guns—Hold R2, press Up,

Down, Left, Right, Right, Left, Down, Up Invincibility—Hold L1 + R1, press Up, Down, Left, Right, Right, Left, Down, Up

Infinite Weapons + Turbo-Hold L2 + R2, press Up, Down, Left, Right, Right, Left,

Down, Up Note: If you hold L1 + L2 + R1 + R2 and press

Up, Down, Left, Right, Right, Left, Down, Up, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so-for example-if you enter the "Invincibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R buttons, you will end up with infinite weapons and turbo but the invincibility will be turned off

Homing Napalms

If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with L1 or R1, then hold L2 and press Up, Down, Down, Left, Left, Right, Right. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.

Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

Napalm—Right, Left, Up Freeze Burst-Left, Right, Up Drop Mine-Right, Left, Down Rear Attack-Left, Right, Down Shield-Up, Up, Right High Jump—Up, Up, Left Invisibility—Right, Down, Left, Up

Sell Your Soul
If you're low on health, quickly press Down, Up, Right, Left, Up, Up, Down, Down during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.

Minion Special

To fire Minion's special weapon—regardless of which vehicle you're driving—hold the ma-chine gun button (default=R2) and quickly press Up, Down, Up, Up. This only works when your Advanced Attack Energy bar is full. Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

Sweet Tooth—Up, L1, △, Right Minion—L1, Up, Down, Left

Secret Stages
At the "Choose Battleground" screen in twoplayer mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.
"Assault on Cyburbia" stage from Twisted

Metal—Down, Up, L1, R1
"Rooftop Combat" stage from Twisted

Metal—Down, Left, R1, Down

"Suicide Swamp" stage from Jet Moto-Up, Down, Right, R1

TWISTED METAL III

God Mode

At any time during gameplay (not while paused), quickly press Up, Down, Up, Up, O, Right, △, □, Up, Down, L2.

Temporary Invisibility

At any time during gameplay (not while paused), quickly press Up, Down, Left, Right.

Cheat Passwords L1, L1, R1, R1, R1—Infinite Special Weapons ↑, ↑, ↑, ←, ←—Access Warehouse level in Deathmatch mode

O, O, L1, L1, START—Play as Sweet Tooth in Tournament mode

 \rightarrow , \rightarrow , \leftarrow , \leftarrow —Play as Sweet Tooth in Deathmatch mode ↑, START, ↓, L1, □—Play as Minion in Tour-

←, ←, ←, →, →—Play as Minion in Deathmatch

START, START, START, START-Unlock memory card save option

TWISTED METAL 4

Secret Passwords

From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after en-

God Mode— Down, Left, L1, Left, Right Unlock Minion—△, L1, L1, Left, Up

Unlock Sweet Tooth-START, R1, Right,

Unlock Crusher—Down, R1, Right, R1, L1 Unlock Moon Buggy—START, △, Right, L1, START Unlock RC Car-Up, Down, Left, START,

Unlock Super Auger-Left, O. A. Right,

Unlock Super Axel—Up, Right, Down, Up, L1 Unlock Super Thumper—O, △, START, O, Left

Unlock Super Slamm—Right, L1, START, O, START

All items are Napalms-Right, Left, R1, Right,

Unlimited special weapons-\(\triangle, L1, Down, \(\triangle, \)

CPU attacks only you—Right, △, Right, △, L1

UM JAMMER LAMMY

Sound Test

If you uncover all of the chocolate pieces at the stage select menu, you'll find a new op-tion called "Special" at the main menu; it's a sound test menu that allows you to listen to any song from the game while you watch Milk Can perform. Press L1, R1 or any of the four main action buttons to trigger a special move for each of the performers

URBAN CHAOS

Unlock All Levels

At the main menu, make sure the cursor is not on "Options," then hold R1 + L1 + SE-LECT and press START. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly. Extra Weapons

At any time during gameplay, hold down 🗆 $+ \bigcirc + \triangle + \times$ and press Right. Each time you do this, weapons will appear around you to pick up.

VIGILANTE 8: 2ND OFFENSE

From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press L1 + R1 at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press X again immediately after entering the code. Faster firing rate—RAPID_FIRE Slower gameplay—GO_SLOW_MO Higher suspensions—JACK_IT_UP Faster cars—MORE_SPEED Heavier cars—GO RAMMING Quick start in Arcade Mode—QUICK_PLAY Play alone in Arcade Mode-HOME ALONE No gravity—NO_GRAVITY

Big wheels—GO_MONSTER Watch all endings—LONG_MOVIE No wheel attachment icons—DRIVE_ONLY Super missiles—BLAST_FIRE

Attract enemies—UNDER_FIRE Select same cars in multi-player-MIXED CARS

Unlock Original Vigilante 8 Levels

At any time during gameplay, press START to pause the game. Press the OPEN on the PlayStation console and replace the Vigilante 8: 2nd Offense game disc with the original Vigilante 8 game disc. You'll see the message
"V8 Levels Enabled!" appear on the screen.
When you return to the main menu and start another game, you'll be able to select levels from the original Vigilante 8.

Secret Passwords Enter any of the following passwords at the Pay-Per-View Password screen: LYHDNGYS-Hidden wrestlers un-

locked CBCKRMS—Special area select CHT4DBST—Quest cheat enabled DPLGNGRS—Doppleganger select enN G G D Y N L N—Test Case 1 unlocked P L Y N T R C L S C—Classic Nitro setting PRNTMMNTM-Momentum print enabled

PRNTSTMN—Stamina print enabled MKSPRCWS—Bionic created wrestlers M S K D L T L R Y-Masked Little Rey En-

WCW NITRO

Secret Characters

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT: you'll hear a sound to confirm the code. Now you have access to 48 secret characters.

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT to advance through the list (or L1, L2, L1, L2, SELECT to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

• Big Head—R1, R1, R1, R1, R1, R1, R2,

· Big Head, Hands and Feet-R2, R2, R2, R2, R2. R2. R2. R1. SELECT

Swelling Head-L1, L1, L1, L1, L1, L1, L1, L2, SELECT (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER

Secret Characters

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.

Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT, then press SELECT repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

• Big Head—R1, R1, R1, R1, R1, R1, R2, SELECT

Big Head, Hands and Feet-R2, R2, R2, R2, R2, R2, R2, R1, SELECT

WILD 9

Cheat Codes

Each of the following cheats can be entered while the game is paused:

Red Beam—Right, Up, Left, O, Up, O, O

Restore Energy—R1, △, L1, Left, △, O, X
10 Grenades—R1, X, R1, Right, □, Right, □

10 Missiles—X, O, R1, Right, △, X, △
Open all Levels—Up, Left, Down, R2, Right, , X (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)

Enter the following codes at the "Default Names" screen, under "Options / Game Setup." The entire screen will quickly flash white upon entry of a correct code.
W I Z Z P I G—Unlock all tracks
J A Z Z N A Z—Unlock Phantom class
A V I N I T—Unlock more ships T H E H A I R—Unlock all Challenges B E B E D E E—Speed Pads are white C A N E R _ W—Unlock prototype courses M O O N F A C E—Infinite Hyper-thrust D E P U T Y—Infinite random weapons (press ☐ during the game to obtain a new weapon)

B U N T Y—Unlock all tournaments G E O R D I E-Infinite shields and Hyper-

WU-TANG: SHAOLIN STYLE Unlock All Characters

At the main menu, press Right, Right, Right, Right, Left, Left, Left, D. O. D. O. You'll hear a special sound effect if the code was entered correctly.

Even More Characters

After entering the above code, in Versus Mode you may play as additional characters by holding SELECT and pressing X while the cursor is at any of the original nine characters as shown below. You won't see the new character until gameplay begins.

Fearmentor-Hold SELECT and press X at RZA

Cerith—Hold SELECT and press X at GZA Lecher-Hold SELECT and press X at Ol' Dirty Xin-Hold SELECT and press X at Inspecta Deck

Bone Gear-Hold SELECT and press X at Raekwon

Gasche—Hold SELECT and press X at Masta

Otis-Hold SELECT and press X at Ghostface

Sinensis—Hold SELECT and press X at U-God Hystrix—Hold SELECT and press X at Method

X GAMES PRO BOARDER

Secret Passwords

 \times O \times \triangle \triangle \square —Unlock all normal circuits \triangle \times \square \times \triangle O—Play as Ollie B

△ × □ × △ O—Unlock Super Circuit and extra boarders

X-MEN VS. STREET FIGHTER

Secret Options Menu

At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode press \triangle , \triangle , Right, O, L1; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special

 "Game Mode" lets you use a limited ver-sion of the "tag team" option from the X-Men vs. Street Fighter arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's L1 + R1 if you haven't changed the game's default control configu-ration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.

• If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.

Play as Apocalypse

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the SELECT button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

→ ↓ ¾ + Punch—Ground Pound ↓ ¾ → + Medium Punch—Shoulder Rockets

↓ ¬→ ¬+ Fierce Punch—Drill ↓ ¬→ ↓ ¬+ any button—Mace

Alternate Chun-Li Costume Highlight Chun-Li at the character-select screen, hold the SELECT button and press any action button to choose her. Chun-Li will appear in her Street Fighter Alpha costume.

XENA: WARRIOR PRINCESS Invincibility

At the main menu, press Up, Up, Up, O, D, Up. Right, Left, You'll hear a special sound effect to confirm the code.

4x Sword & Armor Upgrades At the main menu, press \triangle , \square , \triangle , \square , \square , Up, Up, Up. You'll hear a special sound effect to confirm the code.

(80)

8 8

1942 **Passwords**

Stage 04-Medal, Medal, Player's Plane, Enemy Plane

Stage 08-Player's Plane, Enemy Plane, Enemy Plane, Medal

Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane

Stage 16-Enemy Plane, Enemy Plane, Bullet, **Enemy Plane**

Stage 20-Player's Plane, Medal, Bullet, Player's Plane

Stage 24—Bullet, Player's Plane, Medal, Medal Stage 28-Medal, Enemy Plane, Medal, Enemy Plane

A BUG'S LIFE

Passwords Level 2—9 L K K Bonus Level—B L 2 6 Level 3-5 P 9 K

Level 4--6 6 5 2 Level 5-B K K 2

Level 6-2 P L B Level 7-6 5 6 2 Level 8—L 5 9 B

ADVENTURE ISLAND

Stage Select

At the title screen, after Higgins gets hit by the coconut, press Right, Left, Right, Left, A, B, A, B to access a "World Select Mode" menu.

Power-Ups

At the title screen, enter 0894 as your password and select OK. You will have 99 of each item.

ANTZ

Stage 2—B C C B Stage 3—D Q G H

Stage 4—H G G F Stage 5—N B F G

Stage 6—K G B F Stage 7—Q G J J

Stage 8—G Q H G

Stage 9—F L D P

Stage 10—K G Q Q Stage 11—D L G Q

Stage 12—C B H G Stage 13—J B J G

Stage 14—P L D P

Stage 15-LFGB Stage 16—D Q L D

Stage 17—CLPG

Stage 18—D L H D

Stage 19—LFQG

ASTEROIDS (Game Boy Color version)

Passwords

400

. .

1

10

L

Enter these passwords from the "Single Player" option under the main menu.

SPACEVAC—Zone 2

STARSBRN-Zone 3

W O R M S I G N—Zone 4

INCOMING—Zone 5
PROJECTX—Unlock Excalibur ship

ORTREATR—Unlock Classic Asteroids, The

option to play Classic Asteroids will appear on the main menu.

C H E A T O N X—Unlock cheat menu. Press

SELECT in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

ATOMIC PUNK

Password

Stage 50—B 0 M N D P B L 3 N C B 3 L 2 H 2 D

AVENGING SPIRIT

Hard Mode

At the title screen, push Up, A, and B at the same time—you'll hear a tone to confirm the code. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

BABE AND FRIENDS

Passwords

Level 2-B 0 B Level 3—R N 6

Level 4—G 5 M Level 5—R M 1

Level 6-N 6 W

Level 7-TYQ

BATMAN

Sound Test At the title screen, hold the D-pad in the Up/Right position and press START to access a sound test menu.

BATTLE ARENA TOSHINDEN

Text Debug Mode

When the Takara logo appears at the start of the game, press B, A, Left, Right, B, A, Down, Up, B, A. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.

Boss Code

After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press Up, Down, A, B, Right, Left, A, B. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

BATTLE UNIT ZEOTH

Stage Select + Invincibility

At the title screen, hold Down on the D-pad and press A + B simultaneously; you'll hear a chime to confirm, but the music may be pretty loud so you'll have to listen carefully. If you do this once, you'll start at Stage 1 with invincibility. If you enter the code repeatedly, you'll start at different stages depending on how many chimes you hear; e.g. if you hear two chimes, you'll start at Stage 2 with invincibility, etc. If you enter the code six times and get six chimes, you'll warp directly to the game's ending sequence.

BATTLETOADS IN RAGNAROK'S WORLD

Five Extra Toads

At the title screen, hold Down, A and B, then press START. You'll start the game with five lives instead of three

BILL & TED'S EXCELLENT ADVENTURE

Passwords

Adventure 2: New Mexico 1879, 555-4239 Adventure 3: Ancient Greece 410 BC, 555-6767

Adventure 4: Medieval England 1456, 555-8942

Adventure 5: San Dimas 1,000,000 BC, 555-4118

Adventure 6: Shopping Mall, 555-8471 Adventure 7: School Room, 555-2989

BIONIC COMMANDO

Re-equip

To return to the skies to re-equip, hold START, then press A and B simultaneously. Password to Final Boss

●-B1, E1, F1, F2, C3, F3, A4, D4, E4

▲—A2, D2, A3, E3, B4, F4 ■—A1, C1, D1, B2, E2, B3

BOARDER ZONE

Unlock Time Course 4-1 3 1 0 9 5 Unlock Time Course 5—0 2 0 9 7 1 Unlock Trick Course 5-2 9 0 7 7 Unlock Slalom Course 5-3 1 0 1 6 9

BOOMER'S ADVENTURE IN ASMIK WORLD

Enter the password ANCIENT to access a stage-select menu

BOXXLE

Passwords

Level 1, Room 10-B + X W

Level 2. Room 10-D + X X Level 3, Room 10—G ♠ X Y

Level 4. Room 10-H ♠ X Z

Level 5, Room 10-J ★ X!

Level 6, Room 10—K ♠ X ? Level 7, Room 10—L ♠ X 0

Level 8, Room 10-M ♠ X 1

Level 9, Room 10-N ★ X 2

Level 10, Room 10—P ♠ X 3

Level 11, Room 8-Q ♠ X T

See the Credits

At the title screen, hold Up + A + B until the names appear.

BOXXLE II

Password Fifth Floor—0 K 8 4

BUBBLE BOBBLE

Round 100-K Z 5 J

BUBBLE BOBBLE PART 2

Stage Select

Enter ▶ 5 ▶ V as your password, then press the START button. A stage-select menu will appear on the title screen.

THE BUGS BUNNY CRAZY CASTLE

Passwords

Level 73—W 3 R 2 Level 74—W 1 F 2

Level 75—X 3 J 2

Level 76-X 1 K 2 Level 77—W E M 2

Level 78-W H C 2

Level 79—X E A 2 Level 80-X H O 2

THE BUGS BUNNY CRAZY CASTLE 2

Passwords

Level 20—U N I T Level 21—S O N G

Level 22—T Y R E

Level 23-L O V E

Level 24—N O T E Level 25-1 A 7 7

Level 26-H E L P

Level 27-KING

Level 28—G I F T

BUGS BUNNY CRAZY CASTLE 3

Stage 5-STBX4R

Stage 10—L 4 B X 4 N Stage 15-4 2 B 2 G 8

Hall Passwords Stage 16-G H B 2 4 8

Stage 20—3 9 B V 4 ●

Stage 25—7 Y S V G T Stage 30—V D S 8 G T

Basement Passwords

Stage 31—Z 8 5 2 4 C

Stage 35—F M X X G I Stage 40—T J X V 8 K Stage 45—D S L 2 8 6 Treasury Passwords

Stage 46—8 C L V D J Stage 50—? D L 8 8 9 Stage 55—R 3 L V D R Stage 60-99 L 8 D H

Old Castle Password Stage 61-6 Z L X D H

CARMAGEDDON Secret Password

Enter 0 Z 6 S Z D ♥ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY

Stage Skip
Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press START to pause, then press SELECT to warp to the end of the current stage.

CHOPLIFTER II

Passwords

Sector 2. Level 2-B Y M S F W R Sector 2, Level 3—R G H T H N D

Sector 3, Level 1—G D G M P L Y Sector 3, Level 2—T R Y H R D R

Sector 3, Level 3—S P R Y S K S Sector 4, Level 1—C M P T R W Z

Sector 4, Level 2—C H P Y B Y S

Sector 4. Level 3-V R Y H P P Y

Sector 5, Level 1—G M B Y Q Z D

Sector 5 Level 2-I VI VIT7

Sector 5, Level 3—G D D Y G M Z

DONKEY KONG LAND II

47 Kremcoins
At the "Select Game" screen, highlight a saved game file, hold Left or Right on the D pad and press A, B, A, B, A, B repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any Kiosk.

DRAGONHEART

Passwords |

Stage 2—B C D L S T Stage 3—D C L T S B

Stage 4—L C T B S D Stage 5—C B L S B T

Stage 6—TTSCDC Stage 7—SDCDTS Stage 8—B V D V S C

GAME & WATCH GALLERY

Reset Cartridge Memory

At the title screen, don't press Up, Up, Down, Down, Left, Left, Right, Right. If you do, you'll lose all of your high scores and saved mile-

GAME BOY CAMERA

Secret Game

Play the Space Fever II game until you achieve a score of 2,000 points or more. The next time you play Space Fever II, a new "?" option will appear between the Ball and "DJ" items; shoot this object to play a secret game called Run! Run! Run!; if you win the race, press the A button rapidly to raise the flag at the victory screen. Earning 2,000 points in Space Fever II also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequence

Reader



2







Ryan Hauter



elix H. Gonzales Acosta, German, Puerto Rico Felix H. by F

Secret Photos

To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):

- Page B3, photo 1—Shoot at least 60 photos. Page B3, photo 2—Delete at least 60 photos.
- Page B3, photo 3—Transfer 15 photos to an-
- other Game Boy Camera using the link cable. • Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol of at the User Name screen.
- · Page B3, photo 5-Receive five photos from a Game Boy Camera that shows the female
- symbol Q at the User Name screen.
 Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.
 • Page B3, photo 7—Get a score of 3,000
- points or more in the Space Fever II minigame.
- Page B3, photo 8—Get a score of 5,000 points or more in the Space Fever II mini-
- Page B4, photo 1—Get a score of 7,000 points or more in the Space Fever II mini-
- Page B4, photo 2—Get a score of 500 points or more in the Ball mini-game.
- · Page B4, photo 3—Get a score of 700 points
- Page B4, photo 4—Get a score of 1,000 points or more in the *Ball* mini-game.
- Page B4, photo 5—Get a time of 17 seconds or less in the Run! Run! mini-game.
- Page B4, photo 6—Get a time of 16 seconds
- or less in the Run! Run! Run! mini-game. Secret DJ Options

Each of the following tricks works in DJ mode when your character is on the screen:

- If you highlight "SE" and tap Right on the D-pad, the song will restart from the beginning. Try tapping Right repeatedly to "stut-ter" the first note.
- If you highlight "SE" and hold the D-pad diagonally in the Up/Right position, the music will be temporarily transposed into a higher register. Likewise, if you hold Down/Right, the music will change to a lower key.

 • If you highlight "Tempo" and hold Left on the D-pad, the music will play in reverse.
- Print DJ Music

First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press SELECT to access the "Trippy-H" synthesiser screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the START button and press A. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends.

Flip the Stamps
When using the "Stamp" function, position any stamp on the photo and continue to hold the A button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the A button at the right time, the stamp will remain flipped over on the screen. Change Speed

At the title screen, hold Up to make Mario dance faster or Down to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing Up or Down.

GAME BOY PRINTER

Secret Message Press and hold the FEED button when you turn the Game Boy Printer on. You can re-lease the FEED button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GEX: ENTER THE GECKO

Choose "Password" from the main menu and enter the following code:

- \uparrow \downarrow \downarrow \downarrow \downarrow \downarrow 11111
- **↓.↓↓↑⇒ ←**

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the B but-ton and press the D-pad in the direction of the arrow. To make an outlined arrow, hold A

GHOSTS 'N GOBLINS

Quest 1 Passwords Level 2—L ♥ K ♥ ♥ ♥ B L Level 3—Q 0 M ♥ ♥ ♥ 1 H

Level 4-P 5 5 ♥ 7 ♥ B 4

Level 5—TJR ♥ 7 ♥ 2 h Level 6-JJT♥7♥7L

Final boss—K D C ♥ H ♥ S H

Quest 2 Passwords

Level 1---G N ♥ ♥ K 0 0 H

Level 2—G N 1 ♥ 5 0 8 J Level 3-X 4 3 ♥ 5 0 M R

Level 4-L S 5 H 9 1 1 4

Level 5-D N 7 ♥ 9 3 ♥ 7

Level 6-X N 9 ♥ 9 3 3 3

Final boss-N 8 C ♥ K 4 0 N

GODZILLA: THE SERIES

Passwords

Level 2—N C F R G J J B B K Level 3—D M T F L S B F Q M

Level 4—PKDJMPLNPS Level 5-K D O L H R N D C N

Level 6—D M J M B J R F F R

GRAND THEFT AUTO

Unlock Hidden Characters

Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden character ters will appear in the menu.

JAMES BOND 007

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

KLAX (Game Boy Color version)

Yellow alien, pillar, pillar, red circle-Wave 1,

Red circle, yellow alien, blue square, yellow alien—Wave 5 completed Yellow alien, yellow alien, blue square, green

alien-Wave 10 completed Green diamond, yellow alien, green alien, green diamond—Wave 15 completed

Green diamond, blue square, green diamond, green alien-Wave 20 completed

Pillar, yellow alien, blue square, pillar-Wave 25 completed

Green alien, red circle, pillar, pillar-Wave 30 completed

Red circle, red circle, yellow alien, yellow alien—Wave 35 completed

Pillar, green diamond, green diamond, red circle—Wave 40 completed

Yellow alien, green diamond, red circle, pillar—Wave 45 completed

Blue square, green diamond, yellow alien, blue square—Wave 50 completed

Pillar, blue square, blue square, yellow alien-Wave 55 completed Red circle, blue square, red circle, green

alien—Wave 60 completed Red circle, green diamond, green diamond, green alien—Wave 65 completed

Red circle, blue square, blue square, pillar-Wave 70 completed

Green alien, green alien, yellow alien, red circle-Wave 75 completed

Pillar, red circle, red circle, pillar-Wave 80 completed

Blue square, green alien, green diamond, red circle-Wave 85 completed Yellow alien, green alien, red circle, green di-

amond—Wave 90 completed Pillar, pillar, green alien, blue square—Wave

95 completed Pillar, yellow alien, green diamond, green diamond—See the credits

Blue square, pillar, green diamond, green

alien-Read the "story of Klax" Yellow alien, pillar, pillar, green alien—Read the real story of Klax

Green alien, green alien, red circle, blue square-Mini-game (programmers' heads) Red circle, green diamond, blue square, green

alien-Mini-game "Snake"

Green alien, green alien, blue square, green alien-Mini-game "Fürd Herder

THE LEGEND OF ZELDA: LINK'S AWAKENING Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

LUCKY LUKE Passwords

Stagecoach-Dog, Prospector, Horse, Luke, Horse

Painful Gulch-Dog, Dog, Prospector, Prospector. Luke Train-Luke, Horse, Horse, Prospector, Luke

Saloon-Horse, Prospector, Horse, Prospector, Dog

The Prairie-Prospector, Luke, Luke, Dog, Horse Buffalo-Dog, Horse, Luke, Prospector,

Prospector Ranch—Luke, Horse, Dog, Prospector, Dog Rapids-Horse, Horse, Luke, Dog, Prospector Cheyenne Mountains-Prospector, Dog, Luke,

Horse, Dog Tornado—Luke, Luke, Dog, Prospector, Horse Jail-Dog, Horse, Luke, Prospector, Dog

MEN IN BLACK: THE SERIES

Access Codes Manhattan-2710

Sewers-1807

Aerodrome—0 3 0 9 Rooftops—2 7 0 5 Forest—3 1 0 7

Game ending-1943

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you

will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, hold the SELECT button and you can use the D-pad to make your character fly through the air to any part of the current stage.

Stage Skip
Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, press START to pause, then press SELECT; you will be warped immediately to the end of the stage.

MORTAL KOMBAT 4

Extra Credits

At the difficulty select screen, press Up or Down to change the number of credits displayed at the top of the screen; you can start with up to five Kombat Codes

At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press Up to change the symbol in each box. You can also advance through the icons in reverse order by press-ing Down. For example, to unlock Reptile as playable character, enter the code 192-234 as follows:

1) Highlight the first icon box, press Up once. 2) Highlight the second icon box, press Up nine times (or Down once).

3) At the third box, press Up twice.
4) At the fourth box press Up twice.

5) At the fifth box press Up three times. 6) At the last box press Up four times.

You'll get a message to confirm proper entry of each code:

1 9 2 - 2 3 4—Unlock Reptile

2 0 5 - 2 0 5-Fight against Reptile

0 0 1 - 0 0 1—Unlimited Run 987-123-No power bars

100-100-Throwing disabled

0 2 0 - 0 2 0—Blocking disabled 6 8 8 - 4 2 2—Dark Kombat

9 8 5 - 1 2 5-Psycho Kombat

3 3 3 - 3 3 3-Randper Kombat

0 0 0 - 7 0 7—Computer starts with 1/4 life 7 0 7 - 0 0 0—Player 1 starts with 1/4 life

0 0 0 - 0 3 3-Computer starts with 1/2 life

0 3 3 - 0 0 0—Player 1 starts with 1/2 life

MR NUTZ Passwords

Adventure Park—D D M M N N The Living Room!—N N R R G G Volcano Underpass—C C L L R S Mean Streets—J J M P P R Ice Scream—S W W T C H

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

Passwords

The Case of Volcano Mystery—C B T H P M The Case of the Haunted Camp—G M Q T C K The Case of the Fun House Mystery-LHDDQJ

The Case of the Hotel Who-Done-It— M D G K M Q

NFL BLITZ

Play as the Midway Blitzers-0 6 2 6 7 5 4 5 Play as the Emeryville Eclipse-0 0 6 0 6 7 4 4 Secret Codes

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to



S S







TIPS & TRICKS



7

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400

8 8 I'm

get different effects: Infinite Turbo—START, START, START, START, START, B, A, A, A, A, Up

No Fumbles-START, START, START, START, B, B, A, A, A, Down Invisible Receiver—START, START, START,

START, B, B, B, A, A, A, Up No Pointer-START, START, START, B, B, B, A,

A. A. Left Start in Overtime—A, A, A, A, A, A, Up

Parking Lot Field—START, START, START, B, B, A, A, A, Down Space Field—START, START, A, A, Right

Night Game-START, START, B, B, A, A, Right Predator Mode—START, START, START, START, START, B, B, B, B, B, A, Up

ODDWORLD ADVENTURES

When Abe is jumping, press the START button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his origi nal jump. You can continue to extend the same jump as many times as you want with the proper timing.

Passwords Level 2-0-LCBCM Level 2-1--J M B C C Level 2-2—J M C C B Level 2-3—J P C C D Level 2-4---J T C C J Level 2-5—S T C C S Level 2-6—S B C C T Level 2-7—T B F C Q Level 3-1-TBKCL Level 3-2-TBTCB Level 3-3—TBTD

Final Level-T B T B T

PITFALL: BEYOND THE JUNGLE

Passwords The Wilderness—S W N G R B T S Underground Caverns—FLTYWTRS The Volcano—G N G D W N
The Prison 1—S L T H H R N G The Prison 2—B N G D N S D The Scourge—S W P N G B L W

RAMPAGE 2 UNIVERSAL TOUR Make Your Own Password

To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:

1) Enter one of the following as the first

character of your password to choose which character you'd like to play as:

B-Curtis C-Boris D-Ruby F-George G—Lizzie H—Ralph

J—Myukus K-Pucous L-Noobus

2) Enter one of the following as the second character of your password to choose which area you'd like to start in: B—U.S.A.

C-Europe D-Asia

F—Everywhere else G-Outer Space

3) Enter any character except 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.

4 - 8) Enter "B B B B N" as the fourth through eighth characters of your password.

9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press A, your password is in place, so just choose "Start Game" to

READY 2 RUMBLE BOXING

Unlock Hidden Boxers

the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.
Unlock Kemo Claw—Press Left, Left, Left, Right, Right, Right, Left, Right, Left, Right. Unlock Nat Daddy—Enter the code above then press Right, Right, Right, Left, Left, Left,

Unlock Damian Black-Enter the code above then press Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.

THE RUGRATS MOVIE

Right, Left, Right, Left.

Train Crash-B V B Y F J N D Hospital—T Q M M Y _ Q K Light Woods—R J D B C V R T Dark Woods—V N G B L J C V Reptar Ride-B J G S M V S H Ancient Ruins—LJTBWQQD

RUGRATS: TIME TRAVELERS

MJNFLFVL-1800s Goldmine FGYPTLFV-Ancient Egypt VTLVNTJS—Atlantis J V R R V S J C-Jurassic M F D J F V V L—Medieval FVJRYLFV—Fairytale PJRVTFLV—PiratesI CJRCVSLV—Big Top SPVCFLFV—Outer Space C Q Q K J F S S—Toy Palace North Wing B V B Y R J C F—Wild West CRVWLJNG—Toy Palace East Wing PLVYPFNS—Toy Palace South Wing TQYBQXFS—Toy Palace West Wing TRVJNSFT-On the Moon BVTHTJMF—Crane mini game CFJNSTFR—Bell mini game B V B Y G R Q W—Shooting mini game W F V N N J N G-Egg mini game PRFSFNTS-Ending

SHAMUS

Cheat Password

Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve: 5 G F 3 S G V 1 V—Level 1: The Laboratory 4 G F 3 S G V 1 T-Level 2: Shadow Studios 7 G F 3 S G V 1 X—Level 3: Abandoned L.A. Subway System 6 G F 3 S G V 1 V—Level 4: The Shadow's Lair

Hotel and Casino

THE SMURFS' NIGHTMARE Easy" Mode Password

Hefty Smurf, Brainy Smurf, Handy Smurf-The Rabbit Race Hefty Smurf, Cook Smurf, Astrosmurf-The

Mysterious Planet Brainy Smurf, Hefty Smurf, Hefty Smurf-The Workbench Gone Mad

"Hard" Mode Passwords Brainy Smurf, Handy Smurf, Hefty Smurf-The Rabbit Race

Astrosmurf, Hefty Smurf, Brainy Smurf-The Mysterious Planet

Hefty Smurf, Cook Smurf, Handy Smurf-The Workbench Gone Mad

SPACE INVADERS (Game Boy Color version)

Classic Mode—CISS1281999DBM Venus—WWYXTC2NQW79VY Mars—? W Z 4 V C L N 4 W 8 1 V ? Jupiter—RSSN3QJ78?GJMC Saturn-W S P Z M S 0 8 N ? H 8 N F Uranus-CV1?QWKGJ3X8R5 Neptune—H V 2 7 R W 1 G N 3 Y 0 R 7 Pluto---MV7HRCIHS375R9

SPAWN "Normal" Passwords

Chapter 1-Spawn, blank, heart, skull

Chapter 2-heart, heart, skull, heart Chapter 3-heart, skull, skull, blank

Chapter 4—skull, Spawn, skull, heart

Chapter 5—heart, skull, Spawn, Spawn Chapter 6—Spawn, Spawn, heart, blank Chapter 7—skull, Spawn, Spawn, heart "Hard" Passwords

Chapter 1-heart, heart, blank, Spawn Chapter 2—blank, heart, Spawn, heart Chapter 3—Spawn, skull, blank, skull

Chapter 4—heart, Spawn, skull, Spawn Chapter 5—Spawn, heart, blank, Spawn Chapter 6—skull, skull, Spawn, heart Chapter 7—Spawn, heart, skull, Spawn

TARZAN (Disney version)

Note: The following codes are shown in numerical form. To enter them, you must press Up on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as fol-

- · Highlight the first character of the password, press **Up** once
- · Highlight the second character, press Up
- · Highlight the third character, press Up six
- · Highlight the last character, press Up three times

Now you can press START to lock in the password.

The Jungle is my Playground—3 1 2 3 I'm No Second Banana-0 0 4 5 Jungle Legend—1 2 6 3 Go Out on a Limb-6 6 2 0 Ship Escape-5 4 3 6

TETRIS DX Rising Pieces

At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold Left until the falling piece touches the left side of the screen, then continue to hold Left and tap the A button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold Right on the D-pad and rapidly tap the B button

TOP GEAR POCKET

Enter the password "Y Q X - % Z" to unlock

all cars and earn gold trophies in all courses.

TOY STORY 2

Passwords Scene 2—PBPP Scene 3-B J W J Scene 4—P J B W

Scene 5-W B P P Scene 6-JPWW Scene 7-JBPJ Scene 8-W P W P

Scene 9-J J W W Scene 10-P B W J

Scene 11-B P W W Ending-WWWW

TWOUBLE

Passwords

Granny's House-Hector, Granny, Tweety, Taz, Sylvester

Granny's Cellar-Taz, Sylvester, Tweety, Hector, Granny In the Garden—Sylvester, Tweety, Hector,

Taz, Granny Out in the Streets-Hector, Tweety, Taz,

Granny, Sylvester In the Toy Shop—Taz, Hector, Tweety,

Sylvester, Granny

V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP EDITION)

F A S T-Unlock "Medium" courses in Arcade

F.O.O.D-Unlock "Hard" courses in Arcade

mode

WACKY RACES

Password
Enter the password "M UTTLEY" to unlock all of the secret characters and the "Crazy" Cup.

WORMS ARMAGEDDON

Passwords

In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored

WWF WRESTLEMANIA 2000

Championship Passwords

Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMa-

Last Password for Billy Gunn-P K D Y Last Password for Steve Austin-C T F V Last Password for The Rock—F T D 8 Last Password for X-Pac-R C D D

YARS' REVENGE

Enter the passcode "O + O O" to start at any stage up to and including Level 240.







tt Ferguson, , Ontario









Josh Pokluda, uston, TX



Dreamcast tips

AERO WINGS

Unlock Everything

Press L + R at the title screen. When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission. Special Options

Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special" will appear in the "Game Config" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

Use the Rickshaw Bike

At the character selection screen, highlight the character you would like to play as, then press L, R, L, R, L very quickly and press A. You'll hear a bicycle ring after pressing A if you entered it fast enough.

Another Day Mode At the character-select screen, move the cursor to the character you'd like to play as. Press and release R once, then hold down R and press A. The words "another day" will appear in the lower left corner of the screen. In this mode,

you'll have a different starting point and customers will be in different locations.

No Arrows Mode From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen, move the cursor to the type of game you'd like to play, then hold R + START and press A. Don't let go of R + START until the words "no arrows" appear in the corner of the screen. In this mode, the arrow at the top of the screen will never appear.

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen, move the cursor to the type of game you'd like to play, then hold L + START and

No Destination Mark Mode

press A. Don't let go of L + START until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear. Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + R + START and press A. Don't let go of L + R + START until the word "EX-PERT" appears in the lower left corner of the screen. In this mode, both the destination

marker and arrow will never appear. Alternate Views and Speedometer

At any time in the middle of a game, plug a controller into port C. On this controller, press Y to switch the view to one of the "replay" type cameras like in the game's intro. Pressing B will switch the view to inside the driver's seat, and pressing A will return you to the original view. Additionally, if you press X five times, a speedometer will appear at the lower right corner of the screen. Subsequent presses of the X button will toggle it on and off.

DEAD OR ALIVE 2

Secret Demo Scene

First, change the "Your Age" setting in the "Others" Screen under the "Game Setting" menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now you'll see a new demo scene that will ap-pear amongst the others that play after the title screen appears. It will only appear at a specific point in the demo sequence, so you'll have to wait a few minutes for it to appear.

EXPENDABLE

Enter each of the following codes during a game as follows: Press START to pause the game, input the code, then press START again to unpause. After successfully entering a code, a confirmation will appear at the bot-tom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.

1st Person View-L, Left, R, Right, X, X, Down, Down, R. L.

Invincibility-Up, Down, Left, Right, X, Up, Down, Left, Right, Y

More Grenades-Down, Down, Down, Down, Down, Up, Up, Up, Up, R More Lives—A, B, X, Y, L, R, Up, Down, Left,

Right More Credits-A, B, Left, A, B, Right, B, A,

Level Select-Up, Down, Up, Down, Up,

Down, Left, Right, Right, Y Level Skip-Y, Y, X, X, L, R, Down, Down, Up,

Watch Ending-L, R, L, R, Left, Right, Left,

FIGHTING FORCE 2

Stage Select
At the title screen, press Left, Up, X, Up, Right, Y. You'll see the screen flash if you have entered the code correctly. Choose "Start Game," and a level-select menu will ap-

FLAG TO FLAG

Rainy Weather

Immediately after selecting a track in arcade mode, hold L + R + Down on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

GRAND THEFT AUTO 2

Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game. Start with \$500,000-M U C H C A S H Start with \$9,999,999—U L T I M A T E

Start with all weapons—BIGGUNS Start with 99 lives—BIGCATS Unlock all levels—5 ESAME
Infinite energy—1 NFINITY
No police—LAWLESS
Start with infinite Double Damage power-

up—DBLWAMMY Start with infinite invisibility—S C O O B Y D O Start with Stun Gun & infinite ammo—

BIGERIES Start with Flame Thrower & infinite ammo—

TOASTIES Blood splats—W O U N D E D Max respect for all gangs—A L L F R E N D All pedestrians are Elvis—E R R H U H

Retain weapons even if arrested or dead—

THE HOUSE OF THE DEAD 2

At the title screen-when the words "Press Start" appear—press Left, Left, Right, Right, Right, Left, Right, START on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start

At the beginning of any race, hold L before the countdown begins. When you see the number "3" on the screen, release L and hold

Garrett Medlin, lumbia, SC

R. When "2" appears, release R and hold L. When "1" appears, release L and hold R again. You'll get a four-second boost and a fast start when the race begins.

Cheat Menu
At the main menu, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A new cheat menu will immediately appear.

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press START to pause, then enter any of the following codes for different effects. You may also hold R instead of L in the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you unpause the game

Restore Health-Hold L, press Down, B, Up, Left, Up, Left

Lose Health-Hold L, press Left, B, Up, Up, Down Max Health-Hold L, press Right, B, Down,

Up, Down, Up Restore Magic-Hold L, press Right, Right,

Left, Y, Right, Down Max Magic-Hold L, press Y, Right, Down,

Right, Up, Y, Left

All Abilities—Hold L, press Up, Up, Down, Right, Right, Left, B, Right, Left, Down Fire Reaver—Hold L, press Y, Right, Down, B, Uр

Aerial Reaver-Hold L, press A, Right, Up, Up, Y, Left, Left, Right, Up

Kain Reaver-Hold L, press A, B, Right, Y, Left, Left, Right, Up Fire Glyph—Hold L, press Up, Up, Right, Up, Y,

X, Right Force Glyph-Hold L, press Down, Left, Y,

Stone Glyph-Hold L, press Down, B, Up, Left,

Down, Right, Right Sound Glyph—Hold L, press Right, Right,

Down, B, Up, Up, Down Water Glyph-Hold L, press Down, B, Up, Down, Right

Sunlight Glyph—Hold L, press Left, B, Left, Right, Right, Up, Up, Left

MARVEL VS. CAPCOM

Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.

Evil Morrigan-Move the cursor to Zangief,

Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Right,

Roll-Move the cursor to Zangief, then press: Left, Left, Down, Down, Right, Right, Down, Down, Left, Left,

Up, Right, Up, Up, Right, Right, X Shadow Lady-Move the cursor to Morrigan, then press:

Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down,

Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down, Orange Venom-Move the cursor to Chun-Li, then press:

Right, Down, Down, Down, Down, Left, Up, Up, Up, Up,

Right, Right, Down, Down, Left, Left, Down, Down.

Right, Right, Up, Up, Up, Up, Left, Left, Up, X Orange Hulk-Move the cursor to Chun-Li, then press:

Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Up, Up, Up, Up, Left, Up, X Gold War Machine-Move the cursor to Zang-

Left, Left, Down, Down, Right, Right, Down,

Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Right, Right.

Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, X

Select Your Special Partner Normally, the Special Partner is randomly cho-sen, but if you hold down any of the follow-

ing button combinations as soon as you select your second character, you can force the cur-sor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.

Anita—START + Light P. + Medium P. + Heavy P. Arthur—START + Light P. + Medium P. Colossus-START + Light P. + Medium P. + Medium K.

Cyclops—START + Light P. + Medium P. +

Devilot—START + Medium P. + Heavy P. Iceman—START + Medium P. + Medium K. Jubilee-START + Medium P. + Heavy P. + Light K. Juggernaut—START + Light P. + Medium K.

Lou—START + Medium P. Magneto—START + Heavy P. + Light K. Michele Heart—START + Light P. + Light K. Psylocke—START + Medium K.

Pure & Fur—START + Light K.
Rogue—START + Light P. + Medium P. + Heavy P. + Light K.

Saki-START + Heavy P. Sentinel—START + Medium P. + Heavy P. + Medium K. Shadow—START + Light P. + Heavy P. +

Medium K. Storm—START + Light P. + Heavy P. + Light K.

Thor—START + Medium P. + Light K. Ton Pooh—START + Light P. + Heavy P. Unknown Soldier—START + Light P. U.S. Agent—START + Heavy P. + Medium K.

MDK 2

Alternate Costume for Kurt

At the title screen, hold L + R and press X, X, Y, X. You won't get any special confirmation, but after you start a new game and complete the first scenario, Kurt will appear without his coil suit.

Alternate Camera Setting

During gameplay, press START to pause, then hold L + R and press B, A, B, A. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD Cheat Menu

At the title screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right. You should hear a low chuckle after pressing Down the second time, then Shao Khan will say "Outstanding" if you complete the code









Caruso, e, OH Nick Ca

Dreamcast tips



quickly enough. Next, press START to reach the main menu, then press Block + Run (L + R in the default control configuration) simultaneously to access the cheat menu. Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hid-den," then enter any of the following codes to play as a secret character:

Sektor—Hold Block + Run, press Up, Up, Up, Up, Left, Left, then press A, B, X, or Y Goro—Hold Block + Run, press Up, then Left, then press A, B, X, or Y

Noob Saibot—Hold Block + Run, press Up, Up, Left, Left, then press A, B, X, or Y View Character Bio Screens

Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the R button. This code works whether you've un-locked a particular movie sequence or not.

Kombat Kodes When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.

001-Unlimited Run

323—Kombat Zone: Church 343-Kombat Zone: The Netherealm

353—Kombat Zone: Soul Chamber

363-Kombat Zone: Ladder7

321—Big Head Mode Active

111—Free Weapon 100—Throwing Disabled

444—Armed and Dangerous

666—Silent Kombat

050—Explosive Kombat 222—Random Weapons

123—No Power

555—Many Weapons

002—Weapon Kombat

012-Noob Saibot Mode 020—Red Rain

010—Maximum Damage Disabled 110—Throwing and Max. Damage Disabled

011—Kombat Zone: Goro's Lair 022—Kombat Zone: The Well

033-Kombat Zone: Elder Gods

044-Kombat Zone: The Tomb

055-Kombat Zone: Wind World

066-Kombat Zone: Reptile's Lair

101—Kombat Zone: Shaolin Temple

202-Kombat Zone: Living Forest

303—Kombat Zone: The Prison

313-Kombat Zone: Ice Pit

NBA 2K

Enter any of the following codes at the "Codes" screen from the "Options" menu. "Codes" screen from the "Options" menu.
Unlock Insomniacs Teams—D E V D U D E S
Enable Huge Players—M O N S T E R
Enable Micro Players—L I T T L E G U Y
Enable Doughboy Players—D O U G H B O Y
Enable Squished Players—S Q U I S H Y
Enable Giant Heads—F A T H E A D
Enable Big Feet—B I G F O O T
Enable Big Reatershall—B E A C H B O Y S Enable Huge Basketball—B E A C H B O Y S Enable Ouchy Coaches—C O A C H O U C H Secret Message—H I M O M

NBA SHOWTIME: NBA ON NBC

Choose Your Court

After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.

Left Team's Court—Up + Turbo Right Team's Court—Down + Turbo Street Court—Left + Turbo Island Court—Right + Turbo Midway Court—Up + Shoot + Pass

NBC Court—Down + Shoot + Pass Secret Codes

At the match-up game just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass but-tons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, (2-3-2-Right) press Turbo twice, Jump three times, Pass twice, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player game un-less both players enter the code. The codes that change the weather only work on outdoor courts.

No Hotspots—2-0-1-Up Tournament Mode—1-1-1-Down Tournament Mode—1-1-1-Dc Show Shot %—0-0-1-Down Show Hotspot—1-0-0-Down Big Heads—2-0-0-Right ABA Ball—2-3-2-Right Team Uniform—4-0-Right Away Uniform—4-2-0-Right Alternate Lightgram—4, 3-0-Right Alternate Uniform—4-3-0-Right Midway Uniform—4-0-1-Right Snow—1-2-1-Left

Blizzard-1-3-1-Left Rain—1-4-1-Left

Fog—1-2-3-Up Night Fog—1-2-3-Left Thick Fog—1-2-3-Down Swamp Fog-1-2-3-Right

NFL 2K

Secret Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu:

L A R D—Fat players S Q U E E K Y—Announcer's voice is higher pitched and faster
T U R B O—"Turbo" game speed in the Game

Options screen becomes selectable D E D M A N—"SloMo" game speed in the Game Options screen becomes selectable S U P E R S T A R S—"Super Stars" team be-

comes selectable

S C R A W L—Different screen font

NFL BLITZ 2000

Secret Characters
At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character. You'll hear the announcer say "Lights out baby!" after you enter a correct

name and PIN. PUNKR—1221 PUNKB—2112 SHRUNK—6666 EDDIE-3333 MXV-1014 BOXER—2111

DINO-1111 SMILE—1111 SAD-1111 PIRATE—1111 ALIEN-1111 TREX-1111 MOOSE—1111 RALPH—1111 CURTIS—1111 BRAIN—1111 RAIDEN—3691 SHINOK—8337 SKULL—1111 LEX—7777 THUG-1111 TURMEL-0322 DANIEL-0604 IASON-3141 JAPPLE-6660 JENIFR—3333 GENTIL—1111 LUIS—3333 ROOT—6000 SAL-0201 FORDEN—1111 GRINCH-0222 GUMRY-8698

GUIDO-2222

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "To-day's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Headless Team" code (1-2-3-Right), press Turbo once, Jump twice and Pass three times, then press Right on the Dpad. A message will appear to confirm each code.

Big Head-2-0-0-Right Huge Head—0-4-0-Up Team Big Heads—2-0-3-Right Headless Team—1-2-3-Right No Head—3-2-1-Left Big Football—0-S-0-Right Hide Receiver Name-Field: Wet-5-5-5-Right Weather: Clear—2-1-2-Left Field: Muddy-5-2-5-Down Unlimited Throw Distances—2-2-3-Right Super Passing (2-player agreement)—4-2-3-

No CPU Assistance (2-player agreement)-0-1-2-Down

No Random Fumbles-4-2-3-Down

No Highlighting on Target Receiver—3-2-1-No Punting-1-5-1-Up

No Interceptions—3-4-4-Up No First Downs—2-1-0-Up

No Play Selection (2-player agreement)—1-1-5-Left

Invisible-4-3-3-Up Smart CPU Opponent (in a 1-player game)-3-1-4-Down

Show More Field (2-player agreement)-0-2-1-Right Show Field Goal %-0-0-1-Down

Tournament Mode (in a 2-player game)-1-1-

Power-up Offense—3-1-2-Up Power-up Defense-4-2-1-Up

Power-up Teammates—2-3-3-Up Power-up Speed (2-player agreement)—4-0-4-

Power-up Blockers—3-1-2-Left Infinite Turbo—S-1-4-Up Late Hits—0-1-0-Up

Super Blitz (2-player agreement)—4-4-4-Up Deranged Blitz (in a 1-player game)-2-1-2-Down

Ultra Hard Blitz (in a 1-player game)-3-2-3-

Super Blitzing—0-4-5-Up Hyper Blitz (2-player agreement)—5-5-5-Up

Fast Passes—2-5-0-Left Fast Turbo Running—0-3-2-Left Super Field Goals—1-2-3-Left
Allow Stepping Out of Bounds—2-1-1-Left Always QB—2-2-2-Left Red, White and Blue Ball—3-2-3-Left Ned, White and Bill Carrier—5-2-3-Left
Unidentified Ball Carrier—5-2-2-Down
Cardinals Playbook—1-0-1-Left
Falcons Playbook—1-0-2-Left
Ravens Playbook—1-0-3-Left
Bills Playbook—1-0-4-Left
Pathers Playbook—1-0-4-Left Panthers Playbook—1-0-5-Left Bears Playbook—1-1-0-Left Bengals Playbook—1-1-2-Left Browns Playbook—1-1-3-Left Cowboys Playbook—1-1-4-Left Broncos Playbook—1-1-5-Right Lions Playbook—1-2-1-Left Packers Playbook-1-2-2-Left Colts Playbook—1-2-3-Up Jaguars Playbook—1-2-4-Left Chiefs Playbook—1-2-5-Left Dolphins Playbook—1-3-1-Left Vikings Playbook—1-3-2-Left Patriots Playbook—1-3-3-Left Saints Playbook—1-3-4-Left Giants Playbook—1-3-5-Left Jets Playbook—1-4-1-Left Raiders Playbook—1-4-2-Left Eagles Playbook—1-4-3-Left Steelers Playbook—1-4-4-Left Chargers Playbook-1-4-5-Left 49ers Playbook—1-5-1-Left Seahawks Playbook—1-5-2-Left Rams Playbook—1-5-3-Left Buccaneers Playbook—1-5-4-Left Titans Playbook—1-5-5-Left Redskins Playbook—2-0-1-Left

NFL QUARTERBACK CLUB 2000

Cheat Passcodes Enter any of the following cheats at the "Enter Cheat" screen from the main menu. You'll hear a ringing sound effect after entering a code correctly Rugby mode-r g b y

Slow motion mode—frrstgmp More fumbles—bttrfngrs More injuries—h s p t l Big football—b c h b l l Jelly football—f I b b r

Smoking players—h s n f r Thin players—t t h p c k Fat players—m r s h m l l w Giant coin at coin toss—b g m n y

NHL 2K

Big Head Mode + Unlock Black Box Team
Plug a controller into port D and turn on the

Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold L + R and quickly press B, B, X. After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the

"Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words. RUMBLE POWER-Bronze Class. In Arcade

Mode, Kemo Claw is also unlocked. RUMBLE BUMBLE—Silver Class. In Arcade

mode, Kemo Claw and Bruce Blade are also unlocked. MOSMA!—Gold Class. In Arcade mode, Kemo

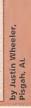
Reader Gallery













Stephen Raze



Claw, Bruce Blade and Nat Daddy are also unlocked

POD 5!-Champ Class. In Arcade mode, all boxers are also unlocked.

Two-Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a boxer:

R—Championship arena

L—Two tier arena

R + L—Gym

Change Costume Colors

At the boxer selection screen, press X + Y to change the currently-selected boxer's colors. Change Cornerman's Voice

The cornerman's voice is usually randomly selected, but you can choose it at the boxer selection screen by holding the X button and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

X + Up-Irish accent

X + Left-New York accent

X + Right—African-American accent X + Down—Hispanic accent

Also, to change the voice to a high-pitched version of the Irish accent, hold L + R + X until you hear a special sound effect.

SEGA RALLY 2 30 FPS Mode

At the title screen, press Up, A, Down, Down, Left, Right, B, B, Up. You'll hear a sound effect to confirm. During races, the game's maximum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen.)

Remove Effects and Backgrounds
At the title screen, press Up, A, Down, Down, Left, Right, B, B, Down. You'll hear a sound effect to confirm. During races, all background objects-like animals and people will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

SLAVE ZERO

In the middle of a game, hold L + R and press B on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it. Extra Items

At any time during a game, hold L + R and press the X button on the controller plugged into port B. Five items will materalize in front of you. You may repeat this code as many times as you like.

Reduce Énemy Attacks
At any time during a game, hold L + R and press A on the controller plugged into port B. You'll hear a special sound effect and the words "Al Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

Hidden Chao Puzzle VMU Game
Connect a controller with a VMU in its first slot to port D before turning on your Dream-cast with Sonic Adventure installed. You'll be able to play a hidden VMU game called Chao Puzzle on that controller when you start a

SOUL FIGHTER

Secret Codes

At the title screen, hold Left + Y. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below: After entering a correct code you'll hear a special sound effect.

Extra energy—A B X X Y A Max. weapons—X A A Y B B Level 2—A A B X Y A Level 3—X A Y A A B

Level 4-YYBAXA Level 5—B A B X X Y Level 6-X A X B Y Y

Level 7-A B X B Y B Level 8—Y B B A X Y Level 9-BYAAXB Level 10—X A B B A X Level 11—Y B Y X A B

Level 12-X B A X B Y

SPEED DEVILS

Cheat Codes
Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear after entering a correct code. Unlock cars and tracks—B, Right, B, Right, Up, B. Up

Infinite nitro-Down, Up, Down, Up, A, X, A Skip current class (Championship Mode only)—Down, Right, Down, Right, A, X, A Gain \$100,000 (Championship Mode only)-Right, A. Right, Up. B. A.

STRIKER PRO 2000

Unlock All Teams

At the main menu, press Up, Up, Right, Right, Y, Y, Y. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out. Manual Ball Control

At any time during gameplay, press START to pause the game, then press Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, L, R, L. If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering it correctly. Now, after pressing START again to unpause, hold L + R and press Left or Right at any time to change the direction of the ball.

Secret Codes

From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu. Unlock all tracks—E R E R T H

Unlock all cars—D F G Y
Unlock all Challenges—P O I O P Unlock "Stop The Bomber"—R F G T R
Freeze time limit—F F O E M I T 6,000,000 credits—A K J G Q

TNN MOTORSPORTS HARDCORE HEAT

Secret Codes

Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code. Unlock LE-2001—Y, X, Right, Left, Right, Left,

Down, Down, Up, Up Unlock T4 jet aircraft-Left, Right, Down, X, X. X. X

Random weather in Time Attack-R, X, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y, Y

TOKYO EXTREME RACER

Max Speed Display

In Quest mode, at the "Assist" screen before beginning a race, press Y and you'll hear a sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will appear at the top of the screen. Other Car Mark

In Quest mode, at the "Assist" screen just before beginning a race, press L or R to toggle the "Other Car Mark," which simply will dis-play a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TONY HAWK'S PRO SKATER

At any time during gameplay, press START to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it ap-

Unlock levels, boards, videos & Officer Dick-Hold L and press B, Right, Up, Down, B, Right,

Unlock levels-Hold L and press Y, Right, Up,

X, Y, Left, Up, X, Y Infinite Special—Hold L and press A, Y, B, Down, Up, Right

Big head mode—Hold L and press X, B, Up,

Slow motion—Hold L and press X, Left, Up, X, Left Unlock "Skip to Restart" in pause menu-Hold L and press X, B, A, Up, Down

TOY COMMANDER

Secret Codes

While in the middle of a mission, press START to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of each

Max. Fuel-Hold L, press B, Y, A, X, B, X Repair Toy—Hold L, press A, X, B, Y, A, Y
Power-Up Machine Gun—Hold L, press B, A,

Power-Up Special Weapon-Hold L, press X, 99 Special Weapons-Hold L, press A, B, X, Y,

B, A Unlock All Missions-Hold L, press A, Y, X, B,

TRICKSTYLE

Cheat Codes Enter the following codes at the "Cheats" screen under the "Options" menu: TEAROUND—Always win

I W I S H-Infinite time TRAVOLTA—Power-up moves (all special moves unlocked)

CITYBEACONS-Win everything (all races unlocked) INFLATEDEGO—Big heads

VIGILANTE 8: 2ND OFFENSE

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press A twice. Next, press L + R at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear some-one say "Funky!" after entering a correct code. For the "Watch all endings" code, press A again immediately after entering the code.
Unlock all characters—LLA_KCOLNU Maximum stats—LLA_DORTOH Invincibility—ELBICNIVNI

Faster firing rate—RAPID_FIRE Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE Hover higher—HI_CEILING Unlock original V8 levels—OLD LEVELS No gravity—NO_GRAVITY Big wheels—GO_MONSTER Watch all endings—LONG_MOVIE No wheel attachment icons—DRIVE_ONLY Super missiles—BLAST_FIRE Attract enemies—UNDER_FIRE Select same cars in multi-player— MIXED_CARS

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press START. Then move the cursor to Lau and press START. Next, move the cursor to Pai, hold START and press X.

Play as the Alphabet Character At the main menu, select Normal Mode, At the character selection screen, move the cur-sor to Akira and press START. Then move the cursor to Lion and press START. Next, move the cursor to Pai and press START. Select any character to play as and he/she will appear as the alphabet character.

Play as Dural At the character select screen, press Down, Up, Right, Left, START; Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press START. Then, move the cursor to the next team specified, and press START again. When you press START for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.

Team F.C Sega-France, Chile, South Africa, England, Germany, Argentina. Team MVP Yuki Chan—Yugoslavia, USA,

Korea, Italy.

Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold START and press A.

WILD METAL

Cheat Codes Enter these codes anytime during gameplay using the D-pad (not the analog joystick): Invincibility—Y, Right, B, Left, X, Down Full health-Down, Down, A, X, B, X All weapons—A, A, Right, Y, A, Right Speed boost—Up, X, Down, B, A, Y Show all Power Core locations-Y, B, A, Left,

Down, Down Enemies don't attack-B, Down, A, Down, X, Y

ZOMBIE REVENGE

Fighting Mode Stage Select At the Fighting Mode screen, hold START and press A. A stage select screen will appear before the character selection screen. Alternate Costume

At the character select screen, hold START and press B. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.



by Kyle Bowen, Rose Hill, NC



Jose Mendoza S



Winston, n, NV by Danny Wi



by Darryl Bourgeois Garyville, LA

GameShark codes





Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

Dead or Alive

800F7EF0-0118—Grandma mode 800F4ED0-0000-No Skirt mode

Expendable

800A6396-0063-Infinite health, Player 1 800A0618-0005—Infinite continues, 800A6364-0063—Infinite lives, Player 1 800A6344-6E7F + 800A6346-0651-Max. score, Player 1 800A0834-012B-Stop all timers 800A6384-0000-Rapid fire, Player 1 800B6B84-0101 + 800B6B82-0100 + 800B6B86-0001—Have all passcards 50001202-0000 + 800A63C8-03E7 + 800A63BE-03E7—Infinite ammo, Player 1 800A63F8-0001—Always have laser sight, Player 1

800A6352-0003—Always have Orbs,

Player 1 800A69EE-0063-Infinite health, Player 2 800A69BC0-0063—Infinite lives, Player 2 50001202-0000 + 800A6A20-03E7 + 800A6A16-03E7—Infinite ammo, Player 2 800A6AD0-0063—Infinite grenades, Player 2

800A69DC-0000—Rapid fire, Player 2 800A69AA-0003—Always have Orbs, Player 2

800A65A50-0001—Always have laser sight, Player 2 800B6BAC-0500—Have all keys

Family Game Pack

801C3894-FFFF + 801C3896-3400-Max. score (cash) 801C387C-E0FF + 801C387E-05F5-Max. credits (slots) 801C3898-FFFF—Always hit jackpot (slots)

Fatal Fury: Wild Ambition

D00AC040-01B5 + 800ace9a0001-Sudden Death mode, Player 1 D00AC040-01B5 + 800AE6BA-0001-Sudden Death mode, Player 2

Front Mission 3

801E4FD2-03E9 + 801E4FD4-01DD---Shunyo Max. HP: Body 801E5032-03E9 + 801E5034-0246-Shunyo Max. HP: L. Arm 801E5062-03E9 + 801E5064-0246-Shunyo Max. HP: R. Arm 801E5002-03E9 + 801E5004-0207-Shunyo Max. HP: Leg 801E523E-03E9 + 801E5240-01DD-Shunyo Max. HP: Body

801E529E-03E9 + 801E52A0-0246-Shunyo Max. HP: L. Arm 801E52CE-03E9 + 801E52DO-0246-Shunyo Max. HP: R. Arm 801E526E-03E9 + 801E5270-0207-Shunyo Max. HP: Leg 8011A016-03E9 + 8011A018-03E9-Zenislev Max. HP: Body 8011A016-03E9 + 8011A078-03E9-Zenislev Max. HP: L. Arm 8011A0A6-03E9 + 8011A0A8-03E9-Zenislev Max. HP: R. Arm 8011A046-03E9 + 8011A048-03E9-Zenislev Max. HP: Leg 8011A4EE-03E9 + 8011A4F0-03E9---Kyojun Max. HP: Body 8011A54E-03E9 + 8011A550-03E9---Kyojun Max. HP: L. Arm 8011A57E-03E9 + 8011A580-03E9---Kyojun Max. HP: R. Arm 8011A51E-03E9 + 8011A520-03E9--Kyojun Max. HP: Leg 8011A282-03E9 + 8011A284-03E9-Drake M2C Max. HP: Body 8011A2E2-03E9 + 8011A2E4-03E9-Drake M2C Max. HP: L. Arm 8011A312-03E9 + 8011A314-03E9-Drake M2C Max. HP: R. Arm 8011A2B2-03E9 + 8011A2B4-03E9-Drake M2C Max. HP: Leg

JoJo's Bizarre Adventure

D30B27E0-2801 + 800B27E0-6405-Infinite HP (Story mode) D3066CC2-0001 + 80066CC2-000A-Max. heart score (Story mode) D30CDEBA-0001 + 800CDEBA-0090-Infinite fight health (Story mode) D00D08A2-0001 + 800D08A2-0003-Infinite Super Combos (Story mode) D00CE24A-0090 + 800CE24A-0000-Easy fights (Story mode) D30AF240-0001 + 800AF240-0090-Infinite health, Monkey Shoot (Story mode) D00AF242-008D + 800AF242-0000-1shot win, Monkey Shoot (Story mode) 800D32A8-0000 + D00D59AE-0000 + 800D59AE-001D + D00D4E0E-0090 + 800D4E0E-0000—Quick win, Justice-(Story Mode) D00DD91A-0100 + 800DD91A-0400 + D30DD898-0023 + 800DD898-0060-Full power, Lovers (Story mode) D30C36EC-36D2 + 800C36EC-3A98-Infinite time, Sun (Story mode) D00C370C-0011 + 800C370C-0000-Infinite misses, Sun (Story mode) D00C36F4-0001 + 800C36F4-0003-Quick win, Sun (Story mode) D30D7C5A-0070 + 800D7C5A-0090-Infinite health, Judgement (Story mode) D00D2B62-0002 + 800D2B62-0003-Infinite Super Combos, Judgement (Story mode) D00D7A86-0090 + 800D7A86-0000-

The Need for Speed: High Stakes

D30AC7F0-0001 + 800AC7F0-270F-Infi-

80115D2C-0001—Enable Durham Road 80115D24-0001—Enable Celtic Ruins 80115D34-0001—Enable Raceway 1 80115D30-0001—Enable Raceway 2

Quick win, Judgement (Story mode)

nite time, Tenore Sax (Story mode)

80115D38-0001—Enable Raceway 3 80115D10-0001—Enable Snowy Ridge 80115D18-0001—Enable Dolphin Cove 8013E6AC-001F-Drunk mode 801144DC-0002-Heavy car 801144DC-0004-Light car 80180E28-0000-No repair bill 8011491C-0001-Dash view

NHL Rock the Rink

8009009C-0000—Red team scores 0 800900E8-0000—Blue team scores 0 D009009C-0000 + 8009009C-0005-Red team starts with 5 goals D00900E8-0000 + 800900E8-0005-Blue team starts with 5 goals

Pocket Fighter

801AB306-2400—Hit anywhere 801E1DF8-0090—Player 1 infinite health 801E2B3C-0090—Player 1 infinite strength 801E1F18-0900—Player 1 Infinite Mighty Combo energy 801E1F12-0200 + 801E1F14-0202-Player 1 infinite Gem energy 801E1DF8-0000-Player 1 no health 801E2B3C-0000—Player 1 no strength 801E1F18-0000—Player 1 no Mighty Combo energy 801E1F12-0000 + 801E1F14-0000-Player 1 no Gem energy 801E20E0-0090—Player 2 infinite health 801E2B3E-0090-Player 2 Infinite strength 801E2200-0900—Player 2 Infinite Mighty Combo energy 801E21FA-0200 + 801E21FD-0202—Player 2 infinite Gem energy 801E20E0-0000-Player 2 no health 801E2B3E-0000—Player 2 no sStrength 801E2200-0000-Player 2 no Mighty Combo energy 801E21FA-0000 + 801E21FD-0000-Player 2 no Gem Energy 50002001-0000 + 801FE55A-0101—Have D01E0098-1723 + 801E1DF8-0001 + D01E0098-1723 + 801E20E0-0001-Sudden Death mode D01E0098-1723 + 801E1DF8-0001 + D01E0098-1723 + 801E20E0-0001 + D01E0098-1723 + 801E2B3C-0000 + D01E0098-1723 + 801E2B3E-0000 + D01E0098-1723 + 801E1F18-0000 + D01E0098-1723 + 801E2200-0000 +

Ready 2 Rumble Boxing

D01E0098-1723 + 801E1F12-0000-Super

Sudden Death mode

80095BD8-0064—Player 1 infinite health 800963F4-0064—Player 2 infinite health 80095BDC-0064-Player 1 infinite sta-800963F8-0064—Player 2 infinite stamina 80095BE4-0030-Player 1 has RUMBLE 80096400-0030-Player 2 has RUMBLE 80095BE8-0235—Player 1 infinite RUM-8002CD12-2400—Infinite round time 80044E7A-2400—Infinite continue time

80033D4A-2400—Infinite continues 80033D40-0001-Add continue instead of

losing

7

75



80097AD8-FFFF + 80097ADA-00FF-Max. 5000114C-0000 + 80097ADE-0003-AII class champ/unlocked 5000114C-0000 + 80097AE0-0000-Everyone/Rank Champ

Samurai Shodown: Warriors Rage

8007E394-003B-Stop timer 800DD258-0100-Infinite health, Player 1 800DD258-0000—No health, Player 1 800DD290-0100-Infinite health, Player 2 800DD290-0000-No health, Player 2 800DD264-0080-Max. Rage Gauge, Player 1

800DD264-0000-No Rage Gauge, Player

800DD29C-0080—Max. Rage Gauge, Player 2 800DD29C-0000-No Rage Gauge, Player

D007E394-000A—Sudden Death mode 800DD258-0000 + D007E394-000A + 800DD290-0000—Sudden Death mode D40DDD2A-1000 + 800DDD2A-0001-Press Up to fly

Star Wars: Jedi Power Battles

50000A01-0000 + 300B2675-0001—Levels unlocked Plo Koon 50000A01-0000 + 300B2619-0001-Levels unlocked Qui-Gon Jinn 50000A01-0000 + 300B2694-0001-Levels unlocked Darth Maul 50000A01-0000 + 300B2637-0001-Levels unlocked Mace Windu 50000A01-0000 + 300B25F9-0001-Levels unlocked Obi-Wan Kenobi

Test Drive 6

800AC6F0-0000—Class 1 Tour 1 finished 800AC740-0000—Class 1 Tour 2 finished 800AC888-0000—Class 2 Tour 1 finished 800AC8D8-0000—Class 2 Tour 2 finished 800ACA20-0000—Class 3 Tour 1 finished 800ACA70-0000—Class 3 Tour 2 finished 800ACBB8-0000—Class 4 Tour 1 finished 800ACC08-0000—Class 4 Tour 2 finished 300ACD3D-0005 + 300ACD49-0001—Paris completed 300ACD3F-0005 + 300ACD4B-0001-Rome completed 300ACD41-0005 + 300ACD4D-0001-London completed 300ACD3E-0005 + 300ACD4A-0001-New York completed

WWF Smackdown

300ACD4C-0001 + 300ACD40-0005-

Hong Kong completed

D00ED41A-0001 + 800ED41A-0032-Infinite creation points 8007AC5E-0005—Player 1 start with 5 8007AC76-0005—Player 2 start with 5 Specials

8007AC8E-0005—Player 3 start with 5 Specials 8007ACA6-0005—Player 4 start with 5 Specials 80090700-FFFF + 80090702-FFFF + 80090704-FFFF + 80090706-FFFF + 80090708-FFFF + 8009070A-FFFF + 8009070C-FFFF + 8009070E-FFFF + 80090710-FFFF + 80090712-FFFF + 80090714-FFFF—Enable all characteristics 80090F7C-FFFF—Enable all heads 80090F90-FFFF + 80090F92-FFFF---Enable

Nintendo 64

80090FA6-FFFF + 80090FA4-FFFF-Enable

all bottoms

Fox Sports College Hoops '99

81097088-0100—Programmers team 80098E98-0088-Z-Axis stadium 80098E98-0089—Final Four stadium 810CA520-0454—No fans in crowd

NBA JAM 2000

81137116-0000—Team 1 scores 0 81137112-0000—Team 2 scores 0 8115B50A-FF00—Infinite turbo, Team 2 (Player 1) 8115B50E-FF00-Infinite turbo, Team 2 (Player 2) 8115B512-FF00-Infinite turbo, Team 1 (Player 1) 8115B516-FF00-Infinite turbo, Team 1

(Player 2)

811378DE-0016-Infinite shot clock 8113783A-005D-Infinite violation clock 81137116-0096—Team 1 scores 150 81137112-0096—Team 2 scores 150

Resident Evil 2

D1014FA4-6000 + 810E8928-8007 + D1014FA4-6000 + 810E892A-4110—Save anywhere (Press Z + B) D1014FA4-1020 + 8012BFA8-0001-Access chest anywhere (press L + START) D1014FA4-3020 + 8012BFA8-0003-Access map anywhere (press L + Z + START) 810E8EF4-05FE-Magnum in crate 810E8EF8-06FE—Custom magnum in 810E8EFC-07FE—Shotgun in crate 810E8F00-08FE—Custom shotgun in crate 810E8F04-09FE-Grenade launcher in crate 810E8F08-0AFE—Grenade launcher (Fire) In crate 810E8F0C-0BFE—Grenade launcher (Acid) In crate

810E8F14-0DFE—Colt SAA in crate

810E8F18-0EFE—Spark Shot in crate 810E8F1C-0FFE—Submachinegun in crate 810E8F20-10FE—Flamethrower in crate 810E8F24-11FE—Rocket Launcher in crate 810E8F28-12FE—Gatling Gun in crate

Rogue Squadron

801216E0-0008—Infinite lives 800FE622-0008—Infinite secondary weapons 8012171D-007E—Have all vehicles / levels 81128A4C-4316—Extra shields 80121755-0063-99 kills

80121756-0063-99 saves 80121757-0063-99 bonuses

Game Boy

720°

011C-9BCB-Infinite health

Bomberman Quest

0130-82CE-Infinite health

Harvest Moon

01FF-EFB8 + 01FF-F0B8 + 01FFF-F1B8---Infinite cash 0163-D2B8 + 0163-D3B8 + 0163-D4B8 + 0163D5B8 + 0163-D6B8 + 0163-D7B8 + 0163-D8B8 + 0163-D9B8 + 0163-DAB8--Infinite seeds

Monopoly

0199-7CC4 + 0199-7DC4 + 0199-7EC4-Max. money

Monster Rancher Battle Card GB

015F-F8C1 + 015F-F7C1 + 015F-F6C1-Infinite HP 015F-15C2-Infinite GUTS 0100-FBC1 + 0100-FAC1-Beat one character to win

NHL Blades of Steel 2000

0100-50CA-Away team scores 0 0132-50CA—Away team scores 50 0100-52CA—Home team scores 0 0132-52CA—Home team scores 50

Pokémon Blue

0128-2DD0 + 0128-2ED0 + 0128-2FD0 + 0128-30D0-Infinite PP 01FF-16D0—Infinite health 0103-3CD1-No random fights 0199-47D3 + 0199-48D3 + 0199-49D3-Infinite money 01FF-D6CF-Never miss

R-Type DX

010B-68D1—Start on final level (R-Type 9101-12D1 + 9101-1ED5-Invincible (R-Type DX) 9101-1ED5 + 9101-12D1-Invincible (R-Type II)

Rainbow Six

0130-4BD4-Infinite ammo

Rampart

0163-62CC—Stop timer

Rugrats: Time Travelers

0100-0AC2—No items on pick up 0163-11DA—Infinite continues

Superman

0128-2DC1-Infinite health 0106-BEC4-All keys



This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishmentsand get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at TIPS & TRICKS Hi Scores, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in TIPS & TRICKS. Players—show this page to your local arcade owner/operator and spread the word!

ALADDIN'S CASTLE 4400 Sargent Road • Sioux City, IA 51106 • (712)276-2680

GAME	HI SCORE	NAME
Hydro Thunder (Arctic Circle)	1:49.32	Jamie Zepp
Hydro Thunder(Thunder Park)	1:50.03	Arolabino Okubanjo
Hydro Thunder(Thunder Park)	1:44.83	Jamie Zepp
Hydro Thunder (Lost Island)	1:38.93	Arolabino Okubanjo
Hydro Thunder (Lost Island)	1:39.29	Jamie Zepp
Hydro Thunder(Hydro Speedway)	1:44.68	Jamie Zepp
Hydro Thunder(Hydro Speedway)	1:52.06	Arolabino Okubanjo
Hydro Thunder(Nile Adventures)	3:04.87	Jamie Zepp
Hydro Thunder(New York Disaster)	1:49.43	Jamie Zepp

NICKELCADE

4160 South Redwood Road • Taylorsville, UT

GAME	HI SCORE	NAME
Tekken 3 (Heihachi)	1:01.06	Kelly G.Campbell
Tekken 3 (Paul)	1:11.61	Jeremy R. Bolton
Tekken 3 (Bryan)	1:14.53	Kelly G. Campbell
Tekken 3 (Bryan)	1:18.38	Jeremy R. Bolton
Tekken 3 (Julia)	2:09.85	Kelly G. Campbell

FRIAR TUCK'S GAMEROOM 674 River Oaks Drive • Calumet City, IL 60409 • (708) 891-1444

GAME	HI SCORE	NAME
Cruis'n Exotica (Korea)	1:11'91	Soulo
Cruis'n Exotica (Tibet)	1:09'14	Soulo
Cruis'n Exotica (Alaska)	1:12'80	Soulo
Cruis'n Exotica (Mars)	1:27'57	Soulo
Cruis'n Exotica (Amazon)	1:10'01	Soulo
Viper Phase One	2,411,385	ROC
Tetris	999,978	PAS
Tetris	999,321	RRW
Mortal Kombat 4	52 wins	M&J
Mortal Kombat 4	28 wins	30W



HI SCORE ARCADE

612 E. Pine • Seattle, WA 98122 • (206) 860-8839

GAME	HI SCORE	NAME
Rush the Rock (Track 2)	5:02'46	William Hope
Galaga	207,840	Jeffrey Gilbert
Arabian Nights (pinball)	13,490,640	Roya Naini
Centipede	423,333	Dragonsue

SHATTO 39 LANES 3255 W. 4th Street • Los Angeles, CA 90020 • (213) 385-9475

GAME	HI SCORE	NAME
Marvel vs. Capcom 2	2,346,780,600	J.R.Rodriguez
Marvel vs. Capcom 2	78 wins	J.R.Rodriguez
Marvel vs. Capcom 2	56 wins	Julio
Tekken Tag Tournament	46 wins	Julio
Tekken Tag Tournament	0:59'68	Julio
Street Fighter III: 3rd Strike	9,846,700	J.R. Rodriguez
Street Fighter III: 3rd Strike	8,495,600	MORRO
Street Fighter III: 3rd Strike	20 wins	George Posadas
Street Fighter III: 2nd Impact	9,999,900	J.R. Rodriguez
Street Fighter III: 2nd Impact	15 wins	Adolfo

SUPER JUST GAMES
557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Mario Bros.	319, 270	Jason Wilson
Gauntlet Legends (Archer)	Level 99 x 9	DAV
Marvel vs. Capcom 2	52 wins	Ari Weintraub
Marvel vs. Capcom 2	37 wins	Ari Weintraub
Tekken Tag Tournament	21 wins	Ari Weintraub
Mortal Kombat	42 wins	СТЈ

DAVE & BUSTER'S

6010 Richmond Ave • Houston, TX 77057 • (713) 952-2233

GAME	HI SCORE	NAME
Hydro Thunder (Nile Adventure)	2:46.17	Chin-Yu Lee
Hydro Thunder (Nile Adventure)	2:50.60	Chen-Liang Kuo
Hydro Thunder (Lake Powell)	1:35.86	Chin-Yu Lee
Hydro Thunder (Greek Isles)	1:32.23	Chin-Yu Lee
Hydro Thunder (Greek Isles)	1:33.43	Chen-Liang Kuo
Hydro Thunder (Venice Canals)	1:18.96	Chin-Yu Lee
Hydro Thunder (Venice Canals)	1:19.29	Chen-Liang Kuo



Hi Scores

CIRCUS ARCADE 1201 Paul Bunyan Dr. NW • Bemidji, MN 56601• (218) 751-7733

GAME	HI SCORE	NAME
Area 51	303,650	Ben Ramsayer
Area 51	292,600	Ben Ramsayer
Area 51	279,750	Ben Ramsayer
Cruis'n Exotica (Alaska)	1:33'31	Terry Kirk
Cruis'n Exotica (Mars)	1:40′28	Terry Kirk
Cruis'n Exotica (India)	1:20'35	Terry Kirk
		1

NAMCO'S CYBERSTATION 1056 Newgate Mall • Ogden, UT 84405 • (801) 392-1750

GAME	HI SCORE	NAME
Rush 2049 (Track 1)	2:48'01	Robert Davidson
Rush 2049 (Track 2)	3:53′56	Robert Davidson
Rush 2049 (Track 3)	3:56′18	Robert Davidson
Rush 2049 (Track 3)	3:41'46	Aaron Levitt
Ms. Pac-Man (Turbo)	89,880	Kevin Lee
Tekken Tag Tournament	6:28'00	Carl Stockstill
Crisis Zone	16:15'00	Adam Uppahad
		- 1

ALADDIN'S CASTLE 8300 Sudley Road Space F-12 • Manasas, VA 20109 • (703) 330-0174

GAME	HI SCORE	NAME
Hydro Thunder (Thunder Park)	1:47′53	CEP
Hydro Thunder (NY Disaster)	1:49'03	JAY
Hydro Thunder (Lost Island)	1:38'36	JAY
Hydro Thunder (Far East)	1:56'53	PGT
Hydro Thunder (Lake Powell)	2:00′59	CEP
Cruis'n World (Germany)	1:39.74	Paul Tholen
Cruis'n World (Italy)	1:41.98	Paul Tholen

ALL AMUSEMENT CENTER
7888-1 Van Nuys Blvd • Van Nuys, CA 91402 • (818) 756-0550

GAME	HI SCORE	NAME
Tekken Tag Tournament	47 wins	George Alfonso
Tekken Tag Tournament	2:03'00	soo
Tekken 3	36 wins	Mark Jingco
Hip Hop Mania (Random Mode)	597,461	Mark Jingco
Hip Hop Mania (Easy)	606,597	Derrick Espinoza
Marvel vs. Capcom 2	56 wins	James Kim
Marvel vs. Capcom 2	29 wins	Lon Casino
Marvel vs. Capcom 2	19 wins	Andrew Go

DIAMOND JIM'S

2785 Montgomery Mall • Montogomery, AL 36116 • (334) 284-4439

GAME	HI SCORE	NAME
Alpine Racer 2	1:46'193	Tommy Davenport
Alpine Racer 2	1:46′140	N. Zimmerman
Crazy Taxi	\$3,183.52	Leon Brasington
Crazy Taxi	\$17,215.81	Nathaniel
Crazy Taxi	\$2,764.61	Tommy Davenport
X-Men vs. Street Fighter	1,129,800	Williw Rhodes
Ms. Pac-Man (turbo)	166,400	Candace
Ms. Pac-Man (turbo)	135,160	George Lee
Ms. Pac-Man (turbo)	109,520	Shiley Burton
Marvel vs. Capcom	1,119,300	Shirley Burton

WONDERPARK 870 The Great Mall Drive • Milipitas, CA • (408)262-5990

GAME	HI SCORE	NAME
Point Blank	192,338	Chris Martin
Point Blank	164,461	Sam Dang
Point Blank	161,523	Jerilene Dizon
Point Blank	161,158	Carmen Ramos
Point Blank	155,920	Jason Gwynne
Point Blank	149,516	Anthony Tran
Point Blank	149,516	LoriAnn Basa

FRIAR TUCK'S GAMEROOM

674 River Oaks Drive • Calumet City, IL 60409 • (708) 891-1444

GAME	HI SCORE	NAME
Crazy Taxi	\$83,494.05	JAC
Crazy Taxi	\$83,485.90	JAC
Cruis'n Exotica (Las Vegas)	1:26′70	Soulo
Cruis'n Exotica (Sahara)	1:09'10	Soulo
Cruis'n Exotica (India)	1:03'33	Soulo
Cruis'n Exotica (Atlantis)	1:23'22	Soulo
Cruis'n Exotica (Holland)	1:31'05	Soulo
Cruis'n Exotica (Hong Kong)	1:28'17	Soulo
Cruis'n Exotica (India)	1:03'33	Soulo
Cruis'n Exotica (Ireland)	1:19'10	Soulo

TIME-OUT

3661 Eisenhower Pkwy • Macon, GA 31212 • (912) 474-2511

GAME	HI SCORE	NAME
Point Blank 2 (Beginner)	107,538	George Stowe
Point Blank 2 (Beginner)	82,494	Cody Rhodes
Marvel vs. Capcom	1,129,500	Daniel Maynard
Hydro Thunder (Lost Island)	1:46.68	Christopher Musser
Hydro Thunder (Lost Island)	1:55.03	Larry Hixon
Hydro Thunder (Greek Isles)	1:51.13	Steven Whitehouse
Hydro Thunder (New York Disaster)	2:01.03	Christopher Musser

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call TIPS & TRICKS! We don't have a tip hotline and we're very busy working on the

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission-to call.



3DO 1-900-CALL-3DO (1-900-225-5336) HOURS: Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)

COST: 95¢/minute 989 STUDIOS

1-900-933-SONY (U.S.) 1-900-451-5757 (Canada) HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for auto-

mated help (Canada): 24-hour automated information COST (U.S.): 95¢/minute automated, \$1.40/minute live. \$6.95 to \$16.95 for tips by mail, \$5 to \$20 for card

recharge. (Canada): \$1.50/minute for automated hints

1-900-407-TIPS (1-900-407-8477) HOURS: (unknown) COST: 95¢/minute

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HOURS: Monday through Friday. 10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year
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1-900-288-0707 (Live assistance, U.S.)

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COST (U.S.): \$1.50/minute COST (Canada): \$2.00/minute COST (Power Line): Standard long-distance rates to Seattle. Washington apply

1-900-976-HINT (1-900-976-4468)

HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365

COST: 95¢/minute for automated tips, \$1.35/minute for live assistance

SEGA 1-900-200-SEGA (U.S.)

1-900-451-5252 (Canada) HOURS: (unknown)

COST (U.S.): 95¢/minute for automated tips,

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COST (Canada): \$1.25/minute

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\$1.25/minute for live assistance, \$4.95 for mailed-out tips COST (Canada): \$1.25/minute

SOUARE SOFT

1-900-407-KLUE (1-900-407-5583)

HOURS: Monday through Friday, 8 AM to 11:45 AM and 1 PM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a

COST: 95¢/minute for automated tips, \$1.15/minute for live assistance

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COST: Standard long-distance rates to Southern California apply

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HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
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ven though the TV series has come to an end, the legend of Hercules lives on. The game's story finds the son of Zeus trying to free his father who has been imprisoned by Hercules' halfbrother Ares. It is up to you to lead Hercules, Iolaus and Serena through a number of different lands until you reach the fabled Mount Olympus.

THEPLAYERS

HERCULES

Even though Hercules is the main character of th is game, he is not always the best man for the job. Hercules' main attacks involve hand-to-hand combat using his obvious strength. He has the ability to pick up large boulders and stunned enemies, sending them flying through the air. He is also the only one who can use four different elemental magic spells.

IOLAUS

What Iolaus lacks in strength he makes up for with his speed and agility. Equipped with his staff, lolaus can take on the best of them with a mean combo. He is also the only one with the ability to climb.

SERENA

Serena the Golden Hind is half woman, half deer and equipped with a bow and arrow. She can attack barely-visible enemies using "sniper" mode, which is becoming a standard feature in many different types of games. Unfortunately, Serena is not capable of any other methods of attack.

THEFRIEND

The first character that you will meet in the game, Cheiron is a Centaur—half man, half horse-who will teach you how to control Hercules.

HEPHAESTUS

Hephaestus is the god of fire and the blacksmith for the gods of Olympus. Hercules will visit Hephaestus often to forge magical artifacts needed to advance in the game.



WALKATHROUGH

CHEIRON'S FARM

You will start the game down on the farm. The only object here is to listen to Cheiron's commands and hone your fighting skills. Spend as much time as you want here to become familiar with the controls. When you are done with your training, make your way to the Forest Path to start the journey.

FOREST PATH

- ◆ Follow the path to the right to fight the bandits that appear out of the tent. When you have beaten five soldiers, use Hercules' super punch to destroy the tent (hold down B until his arm is cocked, then release).
- ◆ Continue along the left path until you reach a large rock in the wall. Remember your training-lift the rock up to destroy it. This will reveal a chest containing a key
- Follow the path to the right to fight the bandits that appear out of the tent. When you

FOREST PATH



have beaten five soldiers, use Hercules' super punch to destroy the tent (hold down B until his arm is cocked, then release).



◆ Continue along the left path until you reach a large rock in the wall. Remember your training—lift the rock up to destroy it. This will reveal a chest containing a key.



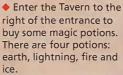
♦ Walk through the waterfall and use the key to open the large wooden doors at the end of the path.

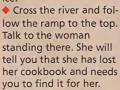


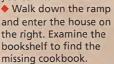
 Once past the doors, enter the cave to the right to find lolaus waiting to greet you. He will explain that the vines are dead and he cannot continue this way.

◆ Leave the cave and continue down the path until you reach Traycus.

TRAYCUS







- Return the cookbook to the woman. Inside the cookbook she will discover a key, which she will hand to you.
- Enter the watchtower to the left of the tavern.

















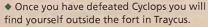
The guard on the inside will tell you that he has lost his teddy bear.

- Equipped with the key from the woman, cross the river in the upper part of town to find a chest. Inside this chest is the quard's precious teddy.
- Return the teddy bear to the guard; he will give you the key to Cyclops' fort.
- ♦ Locate the house in the corner where you met the woman with the cookbook. Inside is a man who will ask you to deliver a message to his cousin in Alpsius.
- Use the key to enter the fort.

CYCLOPS' FORT



◆ Walk up to Cyclops and talk to him to start the fight. Due to the fact that he has only one eye-duh!-Cyclops is vulnerable to side attacks. When you knock him down, he will bang on the ground with his club. Avoid the shockwaves by jumping up in the air as his club hits the ground.



NESPA

- ◆ Visit the shrine to the left of the entrance to buy another Medallion.
- ◆ Enter the second house to the right of the entrance. Inside you will meet a little girl who has lost her cat.
- ◆ Find the house with vines growing on the side. Climb the vines to reach the ledge above and find the lost cat.
- ◆ Return the cat to the little girl and she will offer to bake you a date pie. Give her the bag of flour you received in Traycus.
- ◆ Locate the pool in the center of town. Walk into the center of the pool until the "look" icon appears. You will pick up a small key.
- ◆ Enter the house surrounded by a gate in the upper part of the village. Talk to the woman inside and she will tell you that she is hungry. Give her the date pie and she will show you a secret passage in the fireplace.
- ◆ Once through the secret passage, climb the vines that are on the side of the house. From the roof you will see a chest on the ledge. Use the key to find the Dispel Gem.
- ◆ Use the Dispel Gem to release the Mayor located in the large house in the center of town. Once he is released, he will give you the key to
- ◆ Make your way back to the cave and switch back to Hercules. Once you are in control of Herc, make your way back Traycus. Use the key to open the doors leading to Thrace behind the Scribe's hut.











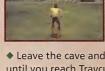
TO THRACIAN ROAD







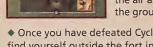












TRAYCUS







- After you have defeated Cyclops, talk to the farmer. He will give you some extra wheat from his crops.
- Enter the Mill to have the wheat ground into flour.
- Locate the Shrine at the top of the level where you can purchase a Medallion of the Gods for a 100 dinars.
- Leave Traycus and go back to where you first met lolaus.
- Once you regain control of lolaus, climb the vines and make your way to Nespa.

Hercules: The Legendary Journeys



THRACIAN ROAD



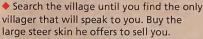
- ◆ You will need to find five switches to open the wooden doors at the end of this path.
- ◆ The first switch is located to the right after the first set of tents.
- ◆ The second switch can be found at the end of a short ramp on the left.
- ♦ When you reach a fork in the road, follow the path to the right to find the third switch.
- ◆ The fourth switch is on top of a wooden platform along the left path.
- ◆ The fifth and final switch can be found to the right of the exit



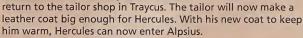




ALPSIUS



 Return to Thrace and resume control of Hercules. Just as before, you will need to



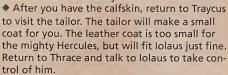


THRACE

- ◆ Once in Thrace, locate the worshipper and buy a Medallion of the Gods.
- ◆ There are only two buildings that you may enter in this town, the first one being the Tavern where you can save and buy some more potions.

◆ The other house has a broken-down wheelbar-row next to it. Enter the

house and talk to the villager inside. Buy the small calfskin he offers you.



◆ Find and enter the door that leads to Alpsius.



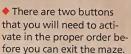
HEPHAESTUS' CAVE

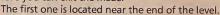
◆ Search the village until you find the only villager that will speak to you. Buy the large steer skin he offers to sell you.



◆ Return to Thrace and resume control of Hercules. Just as before, you will need to return to the tailor shop in Traycus. The tailor will now make a leather coat big enough for Hercules. With his new coat to keep him warm, Hercules can now enter Alpsius.

GIGANTUS' LABYRINTH





- After you have pushed the first button, make your way back to the beginning of the maze to push the second button.
- With both buttons activated, you can exit through the door at the end of the maze that leads to Gigantus' lair.

GIGANTUS' LAIR



◆ To defeat Gigantus you must keep hitting him until he is stunned. When Gigantus starts blocking your attacks, be careful because he is about to charge at you.



- ♦ When Gigantus is stunned, quickly pick him up and throw him into the lava pit. Once he is defeated, you will gain the Heart of Gigantus.
- ◆ Take the Heart of Gigantus to Hephaestus' forge where he will make the Rune of Asterius for you.
- ♦ Once you have the Rune, talk to the villager to the left of the door that is embedded in the mountainside. He will tell you to find something shiny before he will let you pass. Show him the Rune that you just received from Hephaestus.
- Enter the door and make your way back to Nespa.

ASTERIUS' LABYRINTH



- Once in Nespa, enter the wooden doors located in the rear of the town.
- ◆ To make your way through this maze you will need to open six chests in the proper sequence.



Above each chest you will see a number. Open each chest in order, starting with number one. When all the chests are open, exit the maze to take on Asterius himself.

ASTERIUS' LAIR



just like you fought Gigantus in the first lair. This time you will need to hit the three gongs in the back of the room to raise the lava in the pit. Once the lava has risen, throw Asterius into the lava to collect the Heart of Asterius.

◆ Attack Asterius



◆ Take the Heart of Asterius to Hephaestus so he can make the Rune of Gryphus for you.

SANTOMANICUS

- Return to Thrace and find the door marked "San Tomanicus."
- At the end of the Seaside Path you will reach a small village populated only by women.
- ◆ Buy a Medallion of the Gods from the worshipper. Then locate the bait shop and buy some bait.
- ♦ Follow the path next to where you entered the village. This will lead you to a small beach area. Swim out into the ocean and talk to the girl in the rowboat. She will give you her fishing net.
- ◆ Return to the main part of the village and locate the girl in the large boat. Give her the bait and fishing net. In return she will give you some oysters.
- Locate the oyster shucker and let her shuck your oyster. She will discover a pearl.
- ◆ Take the pearl and enter the Tavern to find Morrigan. Talk to Morrigan and bribe her with the pearl. She will give you the key to the Maze of Gryphus.









GRYPHUS' LABYRINTH



◆ To enter the maze, examine the square block in front of the large doors.





GRYPHUS' LAIR Gryphus is real easy if

◆ Gryphus is real easy if you have a couple of ice spells in your inventory. While Gryphus is frozen, quickly destroy all four statues. When all four statues are destroyed, hop onto the small platform that lowers on the wall. Once you're on the platform, the room will fill with lava, destroying Gryphus. ◆ You will receive the

final heart. Take the Heart of Gryphus to Hephaestus where he will forge the Rune of Mnemosyne.







SEASIDE PATH

- ◆ Work your way down the path until you see a cave. Enter this cave to take control of Serena.
- Use Serena's sniper mode to pick off all the guards in the distance. Once all of the guards have been removed, make your way to the exit.





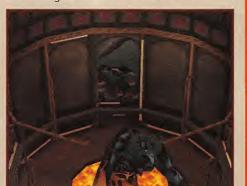


THE PRISON OF MNEMOSYNE

To defeat Mnemosyne you will have to shoot the targets on the walls. You must shoot each target three times in a row to fill the pipes with water. When all the pipes are filled, Mnemosyne will be weakened and make her retreat.



You will now gain the Heart of Mnemosyne from the pit. Return to Alpsius where Hephaestus will forge the Medallion of Zeus.



GARDEN OF SHRINES

- Return to Thrace one more time and enter the door that is marked "Garden of Shrines."
- ◆ Activate all the shrines by placing each Medallion of the Gods on the corresponding shrine. Be sure to activate the shrine at the top—the one that can be reached by using the crate—last. You will then be warped to Mount Olympus.







MOUNT OLYMPUS



- Use the warps to make your way to the top of Olympus. When you reach a level with three boxes on the floor, move them in a "up, down, up" pattern to open the next warp.
- When you reach the top of the last island, you will see Serena. Talk to her to

take control of her and enter the pool to reach Braxis' Lair..



BRAXIS' LAIR





When fighting Braxis, be sure to avoid his flame. Wait until Braxis flies past you, then quickly switch to

sniper mode and pummel him with your arrows. Keep doing this until Braxis falls. You will be warped back to Olympus.

THE TEMPLE OF ARES

- Once you have returned to Olympus, take control of Hercules. Place the four crystals on the surrounding pedestals to raise the gate in the center of the pool. Enter the gate to be warped to Ares' lair for the final confrontation, which consists of three long rounds.
- ◆ In the first round you will face Ares head-on. Keep attacking until
- half his health bar is gone. He will then disappear, leaving you to face his minions.
- ♦ In the second round you will have to fight four guards at a time as they emerge from the mirrors along the walls. Try to save your magic spells for the final round with Ares. You can beat these guards by hitting them and running away. Keep repeating this until the last guard falls.
- ♦ In the third and final round, you will have to face three Ares at the same time. The Ares that flashes white when hit is the real Ares. Try to focus all of your attacks on this one because you only need to defeat him. A couple of ice spells will really make this fight easy. Once Ares is defeated, you will gain the crystal that has Zeus imprisoned inside. Hercules will smash the



August 2000









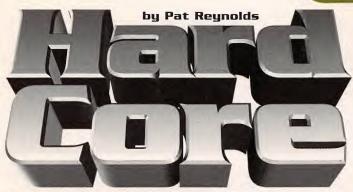
crystal, releasing his father and restoring peace once again!







Hard Core



Hard Core is our new monthly column that showcases all of the latest happenings in the world of From Software's Armored Core series—including custom Core designs from you, our readers. If you're an Armored Core fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

TIPS & TRICKS Armored Core Designs 8484 Wilshire Blvd. Suite 900 Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of TIPS & TRICKS. Let's get on to this month's batch of Core designs!

Armored Core Tournament: Game Hits Game Store

Lansing, Michigan played host to a gathering of Armored Core fanatics on April 30, 2000. Game Hits Game Store held its first tournament, with Armored Core: Master of Arena the game of choice. The heated competition ran for nearly five hours, and the upsets and closely won victories were the things of AC legend. The battle for 2nd Place between Mark Gamble and Dayne Jacobs saw Mark whittle Dayne down to 547 armor points before running out of ammo! An in-



tense game of cat and mouse ensued, with Dayne hunting Mark through the winding tunnels and open rooms of the chosen arena. In the end, though, Mark prevailed with a 2-1 victory over Dayne to secure 2nd Place. Game Hits owner Shawn Sodman reigned victorious, giving up

only three losses over the course of the roundrobin tourney. Here are the specs for the winning Core designs, straight from the champions to you. Try them out on your friends and see which style works for you.



The champions, from left to right: Mark Gamble (2nd Place), Shawn Sodman (1st Place), Dayne Jacobs (3rd Place)

1st Place Core Design

Venom IIDesigned by Shawn Sodman





Parts

Head: HD-G760 Core: XCH-01 Arms: AN-891-S Legs: LN-3001C Generator: GBG-1000 FCS: TRYX-QUAD Boosters: B-VR-33

Back Weapon L: WM-SMSS24 Missile Back Weapon R: WM-L201 Large Missile Arm Weapon L: LS-1000W LaserBlade Arm Weapon R: WG-XFwPPk Laser Rifle

Color Scheme

Base: Red: 29, Green: 29, Blue: 29 Optional: Red: 29, Green: 30, Blue: 27 Detail: Red: 28, Green: 00, Blue: 00 Joint: Red: 28, Green: 20, Blue: 12 Performance Armor Points: 9817

Weight: 10466 Price: 998,300 **Grade** GREAT

Shawn's winning Core design isn't the quickest AC ever created, but it can take (and dish out) a great deal of punishment. This Core was made to take the flight to the enemy and engage from a distance with the variety of missiles, or at any range with the powerful laser rifle. Finally, Shawn included a LaserBlade for inclose melee combat. The incredible amount of armor points almost guarantees that this Core can outlast any opponent. Shawn's battle strategy in the tournament was to rush his opponents while opening fire with whatever weapon suited the arena. Even in head-to-head laser exchanges, Shawn managed to walk away with the win thanks to Venom's 9800+ armor rating.

2nd Place Core Design

Blood ACDesigned by Mark Gamble





Parts

Head: HD-12-RADAR Core: XXA-SO Arms: AN-25 Legs: LB-H230 Generator: GBX-XL FCS: FBMB-18X

Boosters: B-T001

Back Weapon L: WM-SMSS24 Missile Back Weapon R: WC-01Ql Laser Cannon

Arm Weapon L: N/A

Arm Weapon R: WG-1-KARASAWA Laser Rifle

Color Scheme

Base: Red: 29, Green: 29, Blue: 29 Optional: Red: 29, Green: 30, Blue: 27 Detail: Red: 28, Green: 00, Blue: 00 Joint: Red: 28, Green: 20, Blue: 12 Performance

Armor Points: 8587 Weight: 8468 Price: 1,288,500 Grade FINE

A well-balanced Core, Mark employed the age-old "run away and hit them from a distance" strategy. Often looked upon as cowardly and honorless, Mark nonetheless was able to snatch 2nd place with the combination of this Core and his play style. The fatal flaw in this Core design, as seen during the tournament, is that once it's out of ammo, it's completely defenseless (Mark chose to go without a LaserBlade). Dayne took advantage of this fact and dodged Mark's attacks until his weapons were all empty, then defeated the powerless Blood AC with no problem. However, this flaw only interrupted Mark's climb to 2nd Place once; in all other cases his opponents were reduced to flaming rubble well before ammo ran dry.

3rd Place Core Design

Hard Core
Designed by Dayne Jacobs





Parts

Head: HD-12-RADAR Core: XXA-SO Arms: AN-K1

Arms: AN-K1 Legs: LN-D-8000R Generator: GBG-10000 FCS: TRYX-QUAD

Boosters: B-T2
Back Weapon L: \

Back Weapon L: WM-L201 Large Missile Back Weapon R: M118-TD Magazine Arm Weapon L: LS-99-MOONLIGHT LaserBlade Arm Weapon R: WG-AR1000 Machine Gun

Performance

Armor Points: 8203 Weight: 7088

nance Grade
oints: 8203 GREAT

Price: 1,150,500

ote for the gutsiest Core design enters t combatants opted for a powerful lawage employed a relatively week made

Dayne gets my vote for the gutsiest Core design entered in the tournament. While most combatants opted for a powerful laser rifle as their main weapon, Dayne employed a relatively weak machine gun. Through skillful dodging and targeting, he was able to whittle away at opponents while remaining out of harm's way, securing 3rd Place through a series of upset come-from-behind victories. Of the top three Core designs in the tourney, Dayne's HardCore is the fastest and has fewer armor points. The best strategy to use with this Core is circle-strafe tactics, boosting and hovering attack runs and a hit-and-run mentality.

Color Scheme

Tiger Stripe/Ambush

Tournament Report





This monthly column features on-the-spot coverage of arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *TIPS & TRICKS* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *TIPS & TRICKS Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

East Coast Street Fighter Championships

emorial Day Weekend was a madhouse once again at Chris Cotty's Eight on the Break in Dunellen, New Jersey. On May 27 and 28, 2000,

over 80 players from all parts of the United States arrived to show off their fighting game prowess—not to mention competing for hundreds of dollars in cash and the chance to win a dedicated Street Fighter Champion Edition Hyper Fighting arcade cabinet!

With most of the matches for the six tournament games (Super Street Fighter II Turbo, Street Fighter Alpha 2, Street Fighter Alpha 3, Tekken Tag Tournament, Street Fighter III: 3rd Strike and Marvel vs. Capcom) heading into the wee hours of the morning, it was purely amazing that John Choi—the first-place winner in three of the six tournaments that featured some of the best players in the United States—had the stamina to compete after flying coast-to-coast the night before! Listed below are the top 10 players for each tournament. Special thanks to Todd Dwyer for running a spectacular tournament once again and Chris Cotty for use of his facilities for another major east Coast Championship!





Street Fighter Alpha 3

(62 participants)

- 1. John Choi (Davis, CA)
- 2. Alex Valle (Westminster, CA)
- 3. Henry Cen (New York, NY)
- 4. Eddie Lee (Queens, NY)
- 5. Jef Pearlman (Boston, MA)
- 5. Arturo Sanchez (New York, NY)
- 7. Estuardo Enriquez (Alexandria, VA)
- 7. Jason Cole (San Jose, CA)
- 9. Todd Dwyer (Piscataway, NJ)
- 9. Scott Bradburn (Boston, MA)
- 9. Rob Ingrim (Orange County, CA)
- 9. Pete Talley (Staten Island, NY)

Tekken Tag Tournament

(65 participants)

- 1. Alex Valle (Westminster, CA)
- 2. Shaun Larusel (California)
- 3. William Bang (Virginia)
- 4. Casey Monahan (New Jersey)
- 5. Aris Cuevo (New Jersey)
- 5. Ron J. So (New Jersey)
- 7. Tony Carmona (Wisconsin)
- 7. Mike Tsui (New Jersey)
- 9. Alex Kim (New Jersey)
- 9. Tommy Nguyen (New Jersey)
- 9. Bryheem Keys (New Jersey)
- 9. "Frenchy" (New Jersey)

Marvel vs. Capcom

(64 participants)

- 1. Eddie Lee (Queens, NY)
- 2. Josh Wigfall (Connecticut)
- 3. Arturo Sanchez (New York, NY)
- 4. Mike Devonish (Connecticut)
- 5. Justin Wong (New York, NY)
- 5. Alex Valle (Westminster, CA)
- 7. Gary Asuncion (New Jersey)
- 7. Brian Mai (New Jersey)
- 9. Rich Carnage (New Jersey)
- 9. Yul Kang (New Jersey)
- 9. John Dacles (New Jersey)
- 9. Anthony Pierini (New Jersey)

Super Street Fighter II Turbo

(46 participants)

- 1. John Choi (Davis, CA)
- 2. Omar Deloney (Virginia Beach, VA)
- 3. Ryan King (Virginia Beach, VA)
- 4. Pete Talley (Staten Island, NY)
- 5. Joel Frank (New York, NY)
- 5. Collin Smythe (Virginia Beach, VA)
- 7. Julien Robinson (Philadelphia, PA)
- 7. Jesse Howard (Minneapolis, MN)
- 9. David Sirlin (Sacramento, CA) 9. Jason Cole (San Jose, CA)
- 9. David Spence (Toronto, Canada)
- 9. Ted Pappas (New Jersey)

Street Fighter Alpha 2

(37 participants)

- 1. John Choi (Davis, CA)
- 2. Alex Valle (Westminster, CA)
- 3. Omar Deloney (Virginia Beach, VA)
- 4. Thao Duong (Ornage County, CA)
- 5. David Sirlin (Sacramento, CA)
- 5. Wes Truelson (Minneapolis, MN)
- 7. Tony Carmona (Racine, WI)
- 7. Scott Bradburn (Boston, MA)
- 9. Eddie Lee (New York, NY)
- 9. Allan "Kei" Chow (Edison, NJ)
- 9. Roger Liu (New Jersey)
- 9. Jae Purvis (New Jersey)

Street Fighter III: 3rd Strike

(65 participants)

- 1. Alex Valle (Westminster, CA)
- 2. Eddie Lee (Queens, NY)
- 3. John Choi (Davis, CA)
- 4. Henry Cen (New York, NY)
- 5. Justin Wong (New York, NY)
- 5. Nick Lee (New York, NY)
- 7. Charlie Wang (New York, NY)
- 7. Victor G (New York, NY)
- 9. Jimmy Choi (New York, NY)
- 9. Sean Ozawa (New York, NY)
- 9. John Gordon (New York, NY)
- 9. Mike Devonish (New Jersey)



Tournament Report

Funspot 2000 Classic Video Games Championship



he second annual Funspot Classic Video Games Championship was once again the site where players could showcase their skills and set new world records in 100 different classic video and pinball titles. The tournament took place June 1 to 4 in Weirs Beach, New Hampshire. For the first time in history, three Ms. Pac-Man players scored over 800,000 within

minutes on three separate machines: Rick Fothergill of

Canada, Chris Ayra (the current Ms. Pac-Man World Record holder from Miami) and relative unknown Darren Harris from Long Island. Harris surprised everyone by picking up the Ms. Pac-Man Funspot tournament title. "Player of the Century" Billy Mitchell was praised by Walter Day, the head of the Twin Galaxies Intergalactic Scoreboard, in an awards ceremony following the tournament. Mitchell was honored once again for becoming the first person to play a perfect game of Pac-Man and for breaking his own Donkey Kong world record



of 874,200 (set back in 1982!). Participants gathered from all over North America, with two dedicated players making their way from Finland! The following are the top two players in each game for which scores were recorded during the tournament:



Dwayne Richard—12,089,460 Adam Wood-243,760

Jason Wilson-1,148,090

720° Tommi Tiihonen-242,050 Jeff Ham—129,300

Alien Syndrome Jon Dworkin-244,200

Zack Hample—1,658,110 New World Record! Jason Wilson-339,480

Arkanoid Tournament Edition Zack Hample—1,589,770 New World Record! Jon Dworkin-842,380

Battlezone Adam Wood 9,000

Burgertime Chris Ayra—3,400,050 Cameron Feltner-619,300

Fred Pastore-214,360 Dave Nelson-52,620

\$29.95

Centipede Donald Haves—3,743,691

Chevenne Adam Wood-48,500

Circus Charlie

Neil Chapman—999,990 Robert Mruczek—300,560

Commando Adam Wood—146,400 Jason Wilson-123,100 Congo Bongo

Jon Dworkin-202,990

Chad Johnson—1,546,600 Jason Wilson—232,900 Crazy Climber

Dave Nelson—160,500 Si Janna-84,450

Ken Sweet—1,557,500 Adam Wood-193,000

Crossbow

Dig Dug Mark Longridge—2,762,690 Adam Wood—259,290

Donkey Kong Billy Mitchell—655,200 Rick Fothergill-292,200

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with 4 new games	\$49.99
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Sega 32X Video Game system-used	\$19.99
Sega Netlink by Sega-NEW	\$14.99
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and Saturn	\$14.99
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5 in 1 RF-AV selector for Playstation	h164
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ond ovoliability.		
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Tournament Report



Funspot 2000 Classic Video Games Championship

Donkey Kong Jr. Jason Wilson-66,500

Double Dragon Jason Wilson-126,210

Dragon Spirit Jon Dworkin-120,760

Duck Hunt

Randy Lawton-1,033,300 Frogger

Pat Laffave-229.270 Donald Hayes-102,140

Stephen Krogman-11,849,370 Donald Hayes—1,485,630

Perry Rodgers-251,180

Gauntlet

Adam Wood-15,865 Gauntlet II

Brian Laskiewicz-3,329

Steven Kyriakides-6,369,150 Jon Dworkin-431,300

Hang-On Pat Laffaye-31,602,890

Hypersports Peter Skerritt-204,790 Adam Wood-40,230

Joust Mark Longridge—648,000 Esa Kokko-426,000

Mark Longridge—421,400 Pat Laffaye—380,300

Jr. Pac-Man Rick Fothergill—619,520 New World Record!

Kiss pinball Eric Stone-1,507,390 Lisa Bartlett-1,376,670

Mania Challenge J. Eric Geddes-1,222,350 James Mathewson-447,500

Mappy Dave Nelson-81,470 Jon Dworkin-65,530 Marble Madness Esa Kokko-117,650

Mario Brothers Perry Rodgers—1,019,870 Jason Wilson—215,340

Millipede Donald Hayes-738,410

Missile Command

Ms. Pac-Man Darren Harris-910,700 Chris Ayra-910,360

Out Run Esa Kokko-38,311,890 Cameron Feltner-33,243,720

Brian Laskiewicz-1,439,330

Pac-Man Plus Brian Laskiewicz-183,740 Jon Dworkin—153,440

Pengo Adam Wood-66,580 Jon Dworkin-58,580

Playboy pinball Eric Stone—1,108,020 David O'Neil-880,140

Pleiades Adam Wood-49.910

Pole Position Chris Ayra-66,310 Dave Nelson-63.550

Popeye Jason Wilson-126,570

Punch-Out!! Adam Wood-48,020

Q*Bert

Donald Hayes-500,000 Oix

Pat Laffave-57,982 Quartet

Adam Wood-197,400 Timothy Cook-36,200

Rallv-X Bob Lawton-99,070 Brian Kuh-81,120

Ring King Damon Fleming-408,000

Road Runner Jon Dworkin-583,780 Adam Wood—248,050 Robotron Donald Hayes-301,475

Rolling Thunder Jon Dworkin—254,840 Jason Wilson—129,980

Dave Nelson-9,500 Adam Wood-6,100

Shooting Master Adam Wood-475,100

Sky Jump Pinball Mark Mason-82,360 Eric Stone-41,940

Sky Shark Adam Wood-86.840

Space Duel Adam Wood-26,960

Space Harrier Jason Wilson—27,669,030 Eric Geddes-16,341,090

Space Invaders Perry Rodgers—48,480 Chris Ayra—9,440

Space Shuttle Pinball Eric Stone-2,483,760 Lisa Bartlett-1,741,050 Spy Hunter Pat Laffaye—273,540 Jason Wilson-112,310

Robert Mruczek-3,317,642 Donald Haves-3,009,747

Superman pinball Eric Stone-722,950 Judith Sawver-393,160

Super Galaxian Jon Dworkin-27,540 Dwayne Richard—26,060

Super Street Fighter II Ben Addair III-742.800

Jenn Sweet-115.525 Adam Wood-48,425

Zack Hample-144,161

Adam Wood-92,460 Tiger Road

Nick Ortakales-27,010 Jenn Sweet-24,900

Time Pilot Brian Laskiewicz—133,000 Nick Ortakales—69,500

Track N Field Tommi Tiihonen—91,520 Esa Kokko-87.380

John Marks-1.889,214 Donald Hayes—1,696,532

Cameron Feltner—27,162 Rick Fothergill-19,202

Turbo Out Run Esa Kokko-42,162,410

Twin Cobra Neil Chapman-931,880 Jason Wilson-796,840

Wheels Dave Nelson-886 New World Record! Cameron Feltner 882

Wonderboy Jason Wilson-206,680 New World Record! Corey Sawyer—130,840

Donald Hayes-359,200 John Marks-109,050

Zoo Keeper Chris Burnell-779,900 Adam Wood-602,670

TOURNAMENT CALENDAR

July 16, 2000

Florida State Street Fighter Championships Contact: Nelson Santamaria

Miami Lakes, FL (305) 620-1418 NASRJD@aol.com Street Fighter fans from all over Georgia and Florida are invited to the monthly Florida State Street Fighter Championships which started April 15 and continue monthly at various local arcades on the third weekend of each month. Each tournament will consist of a single elimination, two-out-of-three match, three-out-of-five round Street Fighter Alpha 3 tournament. A Florida rankings system will be in effect, with top players walking

July 29-30, 2000

away with cash prizes!

Classic Gaming Expo 2000 (CGE2K)

Jackie Gaughan's Plaza Hotel 1 S Main St Las Vegas, NV 89101 516-568-9768 http://www.cgexpo.com Various arcade and classic console game tournaments will be held at the annual

Classic Gaming Expo, all of

which will once again be emceed by Walter Day, official scorekeeper for Twin Galaxies, with scores from this event to be published in the second edition of the Twin Galaxies' Official Video Game & Pinball Book of World Records. Games featured at last year's expo included Hydro Thunder (with a \$1,000 grand prize for best time), Tetris, various Bally Astrocade and Atari 2600 console titles and Tutankham, with a \$1,000 prize and new world record going to Dwayne Richard of Alberta, Canada! Actual tournaments and prizes will be announced at a later date, but are expected to include world champion arcade players such as Billy Mitchell (Donkey Kong, Pac-Man, Donkey Kong Jr., Burger Time) and Steve Krogman (Galaga).

August 19, 2000

Florida State Street Fighter Championships Contact: Nelson Santamaria Miami Lakes, FL (305) 620-1418 NASRJD@aol.com See July 16 tournament for

Florida State Alpha 3 Rankings



onthly tournaments have begun in Miami inviting the best Street Fighter Alpha 3 players across the state! Since they began in April, three tournaments have taken place that will ultimately decide the top five players in the state. Here are the current Florida State Street Fighter Alpha 3 rank-

ings, along with characters used during tournament play:

- 1. Alex Navarro (X-Mode Dhalsim, V-Mode Charlie) 2. Nelson Santamaria (V-Mode Ken, V-Mode Zangief)
- 3. Robert "Luigi" Cantillo (A-Mode Dhalsim)
- 4. Angel Mateo (V-Mode Akuma, V-Mode Dhalsim)
- 5. Johan Palacios (A-Mode Adon, X-Mode Rolento)



ISSUES



January -(X971) X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

February -(X972) Virtua Fighter 3: Sonic 3D Blast, Persona

March -(X973) Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

April -(X974) Turok: Dinosaur Hunter (Part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May -(X975) Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok: Dinosaur Hunter (Part 2), Die Hard Arcade, Vandal Hearts— Plus FREE Mortal Kombat Trilogy Tips Poster

June -(X976) Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

July -(X977) Tekken 3: Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

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1998

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December -(X9BC) The Legend of Zelda— Ocarina of Time (Part 1): Rogue Trip, Bushido Blade 2, Armored Core: Project Phantasma, WCW/NWO Revenge, Metal Gear Solid (Part 2)

1999

January -(X991) Bust A Groove: Tomb Raider III (Part 1), Guilty Gear, Glover, Xenogears, Crash Bandicoot: Warped

February -(X992) Gauntlet Legends: Brave Fencer Musashi, Penny Racers, Destrega, The Legend of Zelda: Ocarina of Time (Part 2), Tomb Raider III (Part 2)

March -(X993) Syphon Filter (Part 1): CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

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2000

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An arcing Nintendo sign crawling with Pokémon dominated the Nintendo booth amid all the glitz and glamour of the Electronic Entertainment Expo held from May 11-13 in the Los Angeles Convention Center. Pikachu and Clefairy danced across the walls in a scrolling laser light show as giant television screens blasted music and images from Nintendo's upcoming titles. The Pokémon Pikachu 2 was being schlepped around the show floor by Nintendo's pink-haired-for-now

game counselor Bryan Hartman—and if you ranged outward from the center of the booth, you encountered scores of show attendees entranced by multiple stations showcasing Nintendo's playable versions of Hey You, Pikachu!, Pokémon Gold and Silver and Pokémon Puzzle Game League.



Pokémon Pikachu 2

Note: The artwork for Pokémon Pikachu 2 may change for its actual release.

Pokémon Pikachu 2 is the vibrant, full-color sequel to the Pocket Pikachu. Hartman's own Pokémon Pikachu 2 had already clocked in excess of 3,000 steps, no small thanks to the immensity of the Los Angeles Convention Center. The Pikachu virtual pet/pedometer encourages its owner to engage in actual exercise, normally a foreign concept to most gamers. Similar to real-life pairings, your relationship with Pikachu will thrive or ail depending on the amount of effort you put into it. If Pikachu senses he's stuck in a dead-end, go-nowhere relation-

ship, he will quickly grow to despise you. The more slothful owners of Pikachu can cheat a little by exchanging watts between the Pokémon

Pikachu 2 and Pokémon Gold and Silver through the infrared port on the Game Boy Color, a method of interaction that Pokémon fanatics may have become familiar with through the Card Pop! feature of Pokémon Trading Card Game. Pokémon Pikachu 2 should be available in September.



You. Pikachu!



The Japanese Pikachu VRS N64 game is now officially titled Hey You, Pikachu! for its North American release. Although some of you may shudder at this name change, rest assured that the literal translation of the Japanese title Pikachu Genki de Chu is the even less palatable "Pikachu Happiness with Kisses." As my boyfriend and I observed the Hey You, Pikachu! stations, a surpassingly lovely Nintendo employee (i.e. booth babe) demonstrated how well Pikachu responded to the word,

"Dance." Despite the fact that various nearby males mistakenly assumed she was commanding THEM, Pikachu was on the ball immediately, moving and grooving with admirable Poké rhythm. This innovative new game for the Nintendo 64 comes packaged with a microphone peripheral and voice-recognition system that will allow you to watch Pikachu respond to your verbal cues. Hey You, Pikachu! will be available on November 6



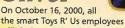
okémon Puzzle Game League

Moving toward the outskirts of the Nintendo booth, we encountered several folks entranced by Pokémon Puzzle Game League, or the game formerly known as Pokémon Attack. Pokémon from Red, Blue, Gold and Silver appear on screen to assist in battle, and the blocks contain various Poké symbols, like Poké Balls, but the gameplay is practically identical to Tetris Attack. Line up three symbols in a row and they'll disappear; blocks continually



increase as you desperately try to stay alive in the six one-player modes and three two-player modes. Although this is just an old trick with a new dog, the game is still addictive, and will prove amusing for those Pokéfans who weren't born early enough to enjoy Tetris Attack in its heydey. Pokémon Puzzle Game League will be released for the Nintendo 64 on September 24 and for the Game Boy Color on November 20

Pokémon old and Silver



will declare mob rule as they hide under counters



holding their Nerf bats, because that date marks the debut of Pokémon Gold and Silver in America. Any Pokémaniac-or parent of a Pokémaniac with half a pulse—will be pushing and shoving with soccer-riot aplomb to ensure they get their copy(ies) before the in-

evitable sell-out, Nintendo's Pokémon

Gold and Silver stations were set around a huge circular bin that was filled to capacity with stuffed beanies. In Gold and Silver the 10-year old hero embarks on his quest armed with some fancy gadgets, including a cell phone and



radio to keep him in communication with Professor Elm and various Gym Leaders. (When I was 10 years old, I had nothing but a brick and a paper clip to play with...but I'm not bitter.) Gold and Silver features a breeding system,

100 new Pokémon, two new types (Dark and Steel) and several new Poké Balls; it also takes place in real time and assigns genders to your currently genderless Pokémon from Red, Blue and Yellow. Although the gender assignment process sounds like an activity better suited to a late-night Jerry Springer

show, it's necessary if you want to create a monstrous little bundle of joy with your current cache of Pokémon. Gold and Silver also has diurnal (day-time) and nocturnal (night-time) Pokémon, which virtually



guarantees you'll be playing day and night trying to capture the elusive buggers. Pokémon Gold and Silver is going to usher in the next wave of Pokémania, so bolster your shelters NOW before it's too late.

VELI PIKACI

Nintendo just released two new models of the Nintendo 64 hardware in Japan. Called the Pikachu Nintendo 64, the machines have a huge plastic likeness of Pikachu next to the

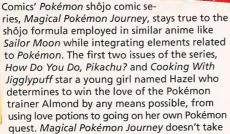
up red when you push the Pokéballshaped switch to turn the system on. Pikachu's foot serves as the RESET button on both the blue and orange models. Nintendo of America has confirmed that it will be bringing at least one of these models to the U.S. this fall; pricing and package contents to be announced.



Magical Pokémon Journey 1 and 2

If the term "moon prism power" means anything to you, then you're already familiar with the anime genre known as shôjo. The shôjo, or "magical girls" comic, is a popular form of graphic adventure in Japan that combines

adventure and magic with romantic comedy. Viz



itself very seriously, as can be seen from various panels featuring personal commentary from artist Yumi Tsukirino, so take it with a grain of salt and indulge in the same guilty pleasure Jason gets when he watches Roswell.

Pokémon Adventures 2



This new six-issue comic by Viz continues the story of Pokémon trainer Red and his adventures during his Pokémon quest. Although Red's journey parallels the route taken in the Pokémon Red and Blue Game Boy titles, his escapades are unique to the comic book series. The first three issues of the continuing saga, Team Rocket Returns, The Hunt for Eevee and The Nidoking Safari, test our hero once again as he must

recover his stolen badges, prevent the resurrection of Mewtwo, and try to make it out of the Safari Zone alive with only a robotic Pidgey as a guide. Each issue retails for only \$2.95 and comes with complimentary color stickers while the supplies last.







These chewable vitamin tablets come in several different colors (I hesitate to say "flavors") with a raised image of a Pokémon in the center. The tablets contain

12 vitamins and seven minerals, making it a healthy daily supplement for anyone age two and up. These Pokémon vitamins have a falsely fruity taste that valiantly attempts but ultimately fails to mask the mediciny taste at the core. Although I don't approve of children's medication disguised as candy, mostly because I (vaguely) remember popping Flintstones vitamins like popcorn, these tablets may be good for older kids and adults who don't like swallowing tablets. However, if you're determined to try these out for yourself, keep them out of the reach of children, or anyone else who may overindulge themselves, since everyone knows those child-safety caps aren't worth a darn.

Pictured from left to right: Pikachu, Charmander, Gengar, Poliwhirl



Pelican Accessories revealed the Brainboy during the Electronic Entertainment Expo. This mass memory cartridge can hold a maximum of 150 save games at one time and includes a full editor for Pokémon Red, Blue and Yellow. Although this may seem like an excessive cushion for those gamers who like to take three steps and save, it errs in the opposite extreme from the

Pokémon titles which only allow you one measly save per game. The Brainboy will also let you cheat to your heart's content while you laugh at those foolish humans who do things the hard way. Using the Brainboy it is possible to alter your

for Red, Blue, and Yellow

Pokémon's stats, add all sorts of items to your inventory, ranging from potions to Master Balls, increase the speed of the game, activate Gym Badges, and create your own palette with the Colorizer function. When using the Brainboy, be sure to follow instructions and test it out first on a save game you're not too fond of, since inappropriate usage can result in damage to save game data. Also, be wary of transferring your enhanced Pokémon into Pokémon Stadium, which is engineered to detect such foolery and may revert your Pokémon to their original state. The Brainboy was released to the public on May 15th; it works on the Game Boy Color and Game Boy Pocket and retails for \$29.95.

TIPS & TRICKS

August 2000

Japan Report by Anatole Brown



movies. Actually, I was a big fan of a wacky Jidaigeki show called, Shigotonin (The Hired Samurai). They used this really cool effect on the show where they would show the insides of a victim as he was getting stabbed or getting his heart ripped out. Kind of like an X-Ray

shot. The other day, I watched Jet Li in Romeo Must Die where they used the same kind of effect. It's funny because Hollywood just started to use this kind of effect, when in Japan they were used in cheap Jidaigeki shows for more than ten to twenty years ago.

T&T: The same effect was also used in the movie Three Kings, where

they show a bullet ripping through someone's guts...

Inafune: Exactly! It's that kind of fun stuff in Jidaigeki that I want to express in Onimusha. A lot of younger Japanese kids are unaware of ancient Japanese theater. Kids in Japan theses days only are familiar with Hollywood films. It's really kind of sad. With Onimusha, I hope to re-introduce a fascination for films with an ancient Japanese theme. Even if I got one kid to go out and see a Kurosawa film because of Onimusha, it would make me extremely happy.

T&T: Onimusha is said to have the biggest production budget ever for a game by Capcom. Do you feel a lot of pressure?

Inafune: Absolutely! In fact, I'm scared! Don't get me wrong, I'm actually very thankful that I'm rewarded with a huge budget, but if the game comes out and nobody buys it then... The pressure is intense. T&T: Have you used motion-capture technology for Onimusha?

Inafune: Only in some areas. Motion-capturing often includes a lot of unnecessary movements by the actor and kind of defeats its purpose. Most of the motion-capture stuff was used for facial expressions. For the sword-fighting movements, I studied a lot of sword fighting scenes in Kurosawa movies.

T&T: Many developers have expressed that programming for the PlayStation 2 is very difficult compared to other systems. What has your experience been like?

Inafune: Truthfully, the hardware is incredibly hard to program for! It's just been in the last few weeks that we've finally started to get used to it. On past game consoles, development for a game continued on a

gradual upwards curve. If you spend enough time, the game just gets better and better. On the PlayStation 2, however, you can take as long as you want and still not make any progress whatsoever. You can ask, "Why can't we progress?" But obviously, it's a new system and no-



body has any available answers. There are, however, sudden breakthroughs that occur with certain programming problems. So developing for the PlayStation 2 can be described as a series of "breakthroughs". Rather than a gradual curve, PlayStation 2 developing is characterized by a sudden rise, then a long plateau and then another sudden jump. It really would have been beneficial if I was able to make another PlayStation 2 game to get used to the system before jumping into Onimusha, but my company has trusted me to make an impressive game right from th start.

T&T: You've also done a lot of work on Biohazard 2 (Resident Evil 2 in the U.S.). How would you say Onimusha differs from other Capcom action/adventure games like the Biohazard series or Dino Crisis?

Inafune: The Biohazard series and Dino Crisis are defined by the emotion of fear. A zombie approaches, you're stepping back as you fire and hope you don't run out of bullets. It's all in the context of fear. In Onimusha, you control a samurai. A samurai is not characterized by fear; he doesn't hesitate or cower in any way. A samurai attacks his enemy



head-on and with purpose. He has to look good when he takes down the enemy! There may be many similarities with Biohazard as far as the basic presentation of the game, but my goal is to present an entirely new feel when playing Onimusha. The character only gets stronger in

Onimusha, by acquiring new weapons and learning new techniques. The main reason why we moved production of the game from the regular PlayStation over to the PlayStation 2, is because we think that it wouldn't have had any impact or shock-value on the regular PlayStation. I think Americans will really take to this game.

T&T: Do you ever have the American audience in mind when creating

Inafune:: Absolutely! Especially with Onimusha, I am constantly thinking of the American and European audiences. There is still a question on how well the PlayStation 2 will sell overseas, but I hope Onimusha

An Interview with Keiji Inafune



Keiji Inafune is the General Manager of the Research and Development Department No. 2 at Capcom in Japan. He is the creator of the beloved Rockman (Mega Man in the U.S.) series and was also heavily involved in creating Biohazard 2 (Resident Evil 2 in the U.S.). He is currently heading the production of Cap-

com's most ambitious project yet, Onimusha: Warlords for the PlayStation 2, which is scheduled to arrive in the U.S. around the time the new system launches here. We talked to him, amongst other things, about Onimusha, Mega Man, Kurosawa and Hollywood! Thanks to Matt Atwood of Capcom for setting up the interview.

T&T: It seems that you always quickly embrace the latest gaming hardware and jump right into a new game that uses that technology, like when the Super Famicom (Super NES in



the U.S.) was released, then the PlayStation, and now the PlayStation 2 with Onimusha. Does new technology excite you?

Inafune: (Laughs) I certainly want the maximum amount of freedom when creating a game. It's really a no-brainer decision for me, especially with the PlayStation 2 being the most advanced console technology currently available. Freedom of creation is of utmost importance to me. I started making games with the Famicom (NES in the U.S.), which is a very limited platform. All my career I've been trying to break through these "limitations".

T&T: You're known for the Rockman (Mega Man in the U.S.) series, which has always been characterized by its cute and humorous themes. How is it different working on a game like Onimusha which has a more serious tone?



Inafune: I'm still a big fan of the childish, cute and humorous themes. but I'm also a big fan of movies. The look and feel of Rockman basically came about because of the limitations of the Famicom. I couldn't do anything that would be "realistic" until now. In fact, I've always wanted to do "realistic" games even back dur-

ing the Famicom era. You could say that I've been waiting for the PlayStation 2 all this time.

T&T: How was your experience in creating your first-ever 3-D game, Rockman Dash (Mega Man Legends in the U.S.)?

Inafune: 3-D games were becoming a standard in the gaming industry, so I challenged myself in making my own 3-D game. It was quite a challenge to take the traditional 2-D *Rockman* game bring it into a 3-D world. Rockman Dash actually became a great learning tool for me in creating Onimusha, especially in the area of character movement. If Onimusha was created on the the current PlayStation, as originally was planned, the game would have just ended up being an endless series of sword fights. If the camera simply followed the character, like in Rock Man Dash, you would end up just hacking away at anything in front of you. that, in my opinion, would create a boring game. In the Biohazard (Resident Evil in the U.S.) series, for example, the character has the ability to attack enemies from a considerable distance using firearms. In Onimusha, I have to think about making close combat with a sword as interesting as possible. T&T: Are you a fan of Jidaigeki (Japanese TV drama set during the feudal era, very similar to American Westerns)?

Inafune: Rather than Jidaigeki, I'm a huge fan of Akira Kurosawa



Japan Report

will be one of those games that sells a lot more overseas than in Japan. Of course, I would also like to see the game do very well in Japan! The American audience seems to favor a more aggressive style of play. In Biohazard, for example, the Japanese tend to approach things with trepidation. Americans, on the other hand, come out with guns blazing! I mean, look at Hollywood films! That's why I think Onimusha's aggressive style of play will be extremely popular in the U.S. T&T: Any thoughts on your next project?

Inafune: I've been working on Onimusha for several years now, so it's kind of hard to think about jumping into a new project. I

always have two or three projects brewing in my head. Sometimes I think of a game and immediately create one. Sometimes I make a game and stop halfway and say, this isn't very interesting after all. Sometimes it's a project like *Onimusha* that's in my head for years and years.

T&T: Any interest in doing a 2-D game again simply out of nostalgia? Inafune: Maybe one day. As far as I'm concerned, though, I've done everything I possibly can in a 2-D game with the Rockman series. I don't think I'll be able to create anything new.

Q&A Session with Kazunori Yamauchi



At the recent Electronic Entertainment Expo in Los Angeles, Sony held a private presentation with a question-and-answer session with the creator of the *Gran Turismo* series, Kazunori Yamauchi. During this time he demoed the still in-progress *GT2000* and answered some questions from the small audience. Here's what went down!

Yamauchi: Thank you for joining us for the presentation of *GT2000* which my company is working on. We'll start by showing you the demo version. First I'll explain the position of this demo in relation to the final retail version of *GT2000*. In terms of graphic quality, we feel that this is only 50% of where we would like to go. After the PS2 festival held in Tokyo back in February, we temporarily stopped working on the game portion of *GT2000* and went back to working more on the authoring tools, engine and other fundamental parts. The code itself is pretty much perfected, but some effects and other data still need to be added.

For each car model, we used approximately between 2,000 and 4,000 polygons. Pertaining to the number of polygons and the texture resolution, what you see in the demo now is probably what you will see in the final product. Compared to GT2, GT2000 will have ten times the polygon count and ten times the texture resolution. As for the modeling, we feel that we have reached the limit in terms of the number of polygons that can be used for each car. The models you see here are a result of upgrading the original data that was used to model the cars in GT1 and GT2. What my team is aiming for is not simply an increase of the number of polygons or resolution of the texture. That's the part of the game that we're going to start working on now. For example, we want to implement mist in the Seattle course. It's not as simple as just a fog. We want to be very precise in expressing the condition of the air. Two of the main elements that we want to work on are that and the lighting. In this way we hope to make the game more realistic. The current rendering engine can currently handle 20 million polygons per second, but it is not being fully utilized right now. So there's still processing power remaining to implement the additional things like the mist and lighting effects. By doing so it would bring the game closer to what you might see on television.

One other aspect we will be working on is the AI (artificial intelligence) of the opponent cars. Going from GT1 to GT2 to GT2000, we have pretty much perfected the physics modeling of the cars itself. We're now able to express cars [in terms of] how they move and so forth, so now we will concentrate on how a driver would drive them. By working on the AI, making improvements, we hope to bring the real driving simulator closer to a real racing simulator. We hope to make GT2000 something that is not a linear extension of GT1 or GT2, but something that provides a different way of playing the game.

Q: [Konami's] Hideo Kojima, in his presentation on Metal Gear Solid 2, has also talked about recreating the qualities of air and light. Are less physical nuances of reality like that going to be what really sets apart next-generation games?

Yamauchi: Yes, I feel that real time CG is always trying to catch up

Satalija Silver Mataliig

with film. In the past, I have also worked with cameras, taking pictures and films, and while I was doing that I felt that one of the most im-

portant things was the use of light. And now, due to improvements in hardware, I'm able to work on those aspects. I feel that finally a game machine will allow me to do what people in film have been working on already.

Q: To what degree will the opponent cars respond to the player's movements?

Yamauchi: In GT1, each car was already recognizing the player's position and movements. But up until GT2, you may have noticed that the actual cars in the game weren't driving as well as a real human being. So the first thing will be to make the cars' Al so that the cars will actually drive as well as a real human being. I also plan to implement the emotional factor: How much pressure the driver may be feeling or how many mistakes drivers have made, for each driver on the course. So the first step will be to make the cars move so that they drive as well or even better than a human. By doing so it will make the game more challenging. Once we get to that step, it will be closer to a real racing simulator. Then, by adding emotion, it will make become more exciting, realistic and enjoyable. There is a tendency in these kinds of games...they call it a racing game, but actually you're just alone doing a time attack. If you have opponents that drive well, with emotion, you need to be more strategic in the way that you drive.

Q: Are there any plans for GT2000 online?

Yamauchi: With respect to GT2000, we don't plan to make it an online game. With the finished version however, users will be able to get an idea of what it would be like if it were to be online.

Q: Regarding the air effects you talked about—is that going to be just a [visual] effect? If there is rain, will it affect gameplay?

Yamauchi: Rain will have an effect on gameplay. It will be difficult to drive in the rain.

Q: Is it possible to connect two PS2s for multiplayer games?

Yamauchi: I don't know if it is going to be possible, but we are considering linking the PS2s via I-link or USB. Personally, I'd very much like to do it, to link something like 32 people together, but it depends on our time schedule.

Q: Will there be rally racing and drag racing in GT2000?

Yamauchi: There will be rally racing in *GT2000*. As for drag racing, it will all depend on wether or not there is time in the schedule for it. Because we perfected the physics model in *GT2000*, it will make the rally racing much much better. The reason for that is, as you may know, in rally racing, the car's suspension moves considerably. In *GT2*, we were not able to do the sufficient calculations to allow for that movement. But now on PS2, we are able to do that, so it will be more realistic. So now, when the surface is very bumpy, you'll actually see the tires on the bumps. In *GT2* you were also able to modify suspension settings, but in *GT2000* it will be more accurate.

Q: I noticed the Kingdome in the Seattle course. Did you know that it is not there anymore?

Yamauchi: I heard that they tore it down. Me and my staff are talking about making the game so that when you complete the final round you see the dome being torn down. While we are on the topic of courses, I'd like to mention that in *GT2000* we are going to add two courses: One is the Monte Carlo city course and the other will be a course based on a real course in Tokyo.

Q: Will the course in Tokyo be something like Ridge Racer?

Yamauchi: The main straight will be Aoyama Street. That's where our main building is.

Q: How many cars are going to be available in GT2000?

Yamauchi: Of course we would like to make as many additions as possible, but again modeling is very time-consuming work. To my team, each car is like a treasure. Unfortunately, I don't have any specific numbers for you today, but I'm trying to get as many cars as there were in GT2. However, that might not be possible. In GT1, one designer was able to create one car in one day. In GT2000, it takes one designer two weeks to create one car.

—Ara Shirinian









Welcome to the Dog Days of Summer! We have just what you need to escape the heat. It's all right here: toys, accessories, foods and more. There's no need to run outside and melt your noggins. So sit back, feel the breeze, feel the splash and relax in the...



These mini Servbot figures (called Kobun in Japan) from Mega Man Legends and The Misadventures of Tron Bonne are made by Capcom for the Japanese market. Each figure has some cool accessories, like a money bag and "Keep Out" sign. There are about eight Servbots in the series and each one has a different facial expression. Demand your local import store to bring them in!

In order to promote its upcoming Alien

Resurrection game, Fox Interactive sent us this Face Hugger beanie. Most people don't think of the Face Hugger as being cute, but this critter is even suitable for your girlfriend. We're wondering if they have a plush Alien baby that pops out of your stomach. Wouldn't that be adorable?

Pelican Accessories just released this very interesting Game Boy Color/Game Boy Pocket peripheral called Boom Box Boy. It allows you to listen to FM radio stations with your Game Boy! It comes with padded "bud"-style headphones and allows you to auto scan radio stations. The unit connects to the link port of the Game Boy and doesn't require any batteries. You can actually play any Game Boy game and still get a pretty good signal while playing. No more listening to cheesy Game Boy music!



This is one of the funniest promotional items we've received in a while! We

got a box of "Beaties" from Crave, promoting its Ultimate Fighting

Championship game coming out for Dreamcast and PlayStation later this year. The box features Frank Shamrock and has quotes like, "Made with 100% Whole Pain Beaties" and "Start Your Morning with a Beatin" Some of us have come in looking black and

blue in the mornings.



Blue Box Toys has just released Fighting Force and Fighting Force 2 figures and they're available in stores now. Shown here is the big daddy, Smasher, from the first game. Also available are Hawk, Mace and Alana. Each figure comes with a weapon and a diorama to display it on.

Also from Blue Box Toys is this Omega Boost figure. You can also get Herbarcher and Beta Boost from Sony's Omega Boost game to complete the set. Each figure comes with a weapon and has many articulation points so you can pose them in any way you want. Look out for more cool video game character figures in the future from Blue Box Toys!



On a happier note:
These Dragon Quest
plush keychains—Slime
and Marine Slime—
were given to us by
Enix to celebrate the
opening of the company's U.S. offices.
Everyone say "Hi!" to
Enix, 'cause they're
going to be releasing
some cool games in
the U.S. this year.



Goodbye, NeoGeo Pocket! (sniff, sniff) The U.S. division of SNK has finally closed its doors and all the NeoGeo Pockets have been yanked from the stores. We did, however, manage to secure this cool NeoGeo Pocket keychain before SNK pulled the plug on its whole U.S. operation. If you can still find NeoGeo pocket stuff at your local store, grab it 'cuz it won't be around much longer!



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